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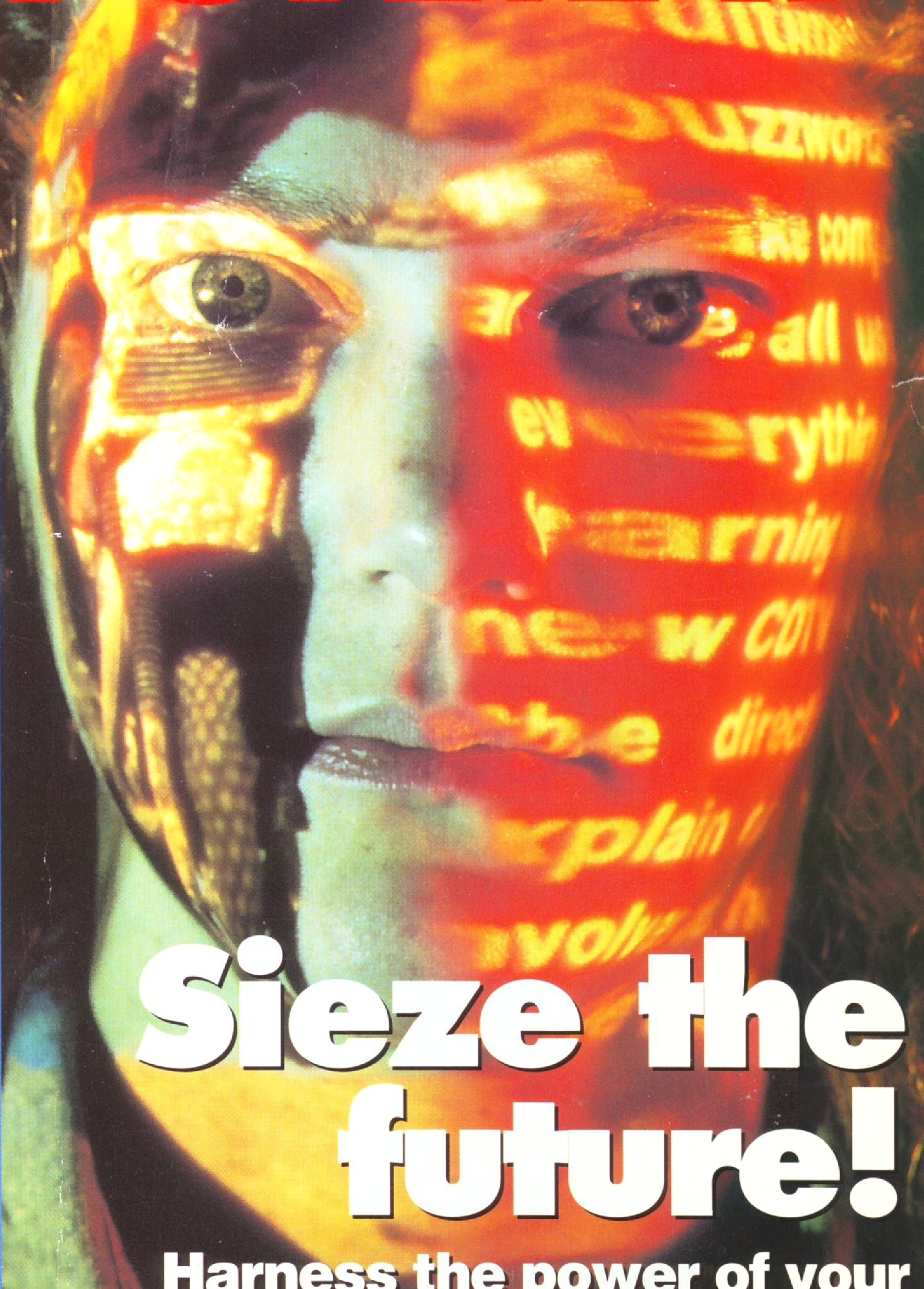
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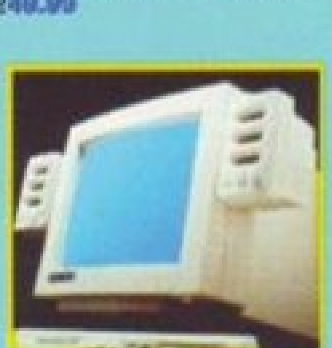


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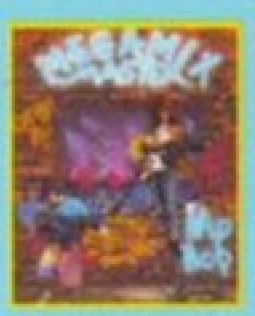


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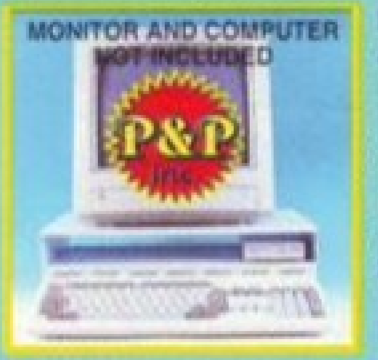
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APRIL 1993

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Thought of the month:
If Ocean and US Gold got together to make a game would it really be called Streetwalker 2?

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News

Screenplay 45

Reviews

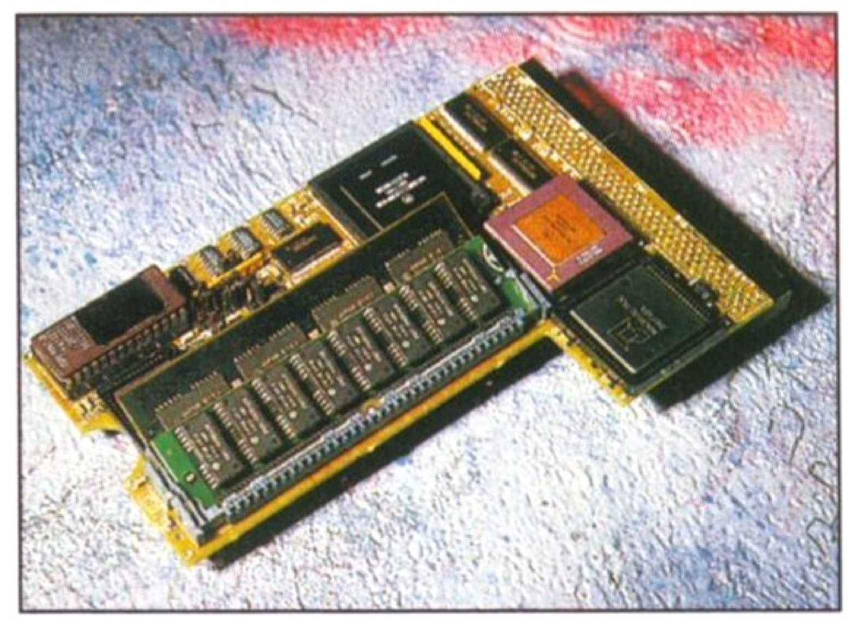
Regulars

Competitions



REVIEWED
ImageFX

GVP move to the software field again with a new image processor. Is it competition for *AD Pro*? Check out our full review. Page 122



REVIEWED
GVP A1230

They're back again – you just can't keep 'em away! Yes, GVP have applied their hardware expertise to the A1200 – our EXCLUSIVE first review. Page 128



REVIEWED
AlfaPower HD

The one that got away… The AlfaPower hard drive for the Amiga 500 didn't arrive in time for last month's round-up – but it's here now. Page 130



REVIEWED
Musicolor

Virgin's latest CDTV offering claims to teach you how to play, read and compose music. A good use of multimedia or not? Page 147



IN PD DEMOS:

The Haunted is the strange title of the new seven-minute animation from Roddy McMillan; and on the demo front *3D Demo 2* is the flavour of the month…

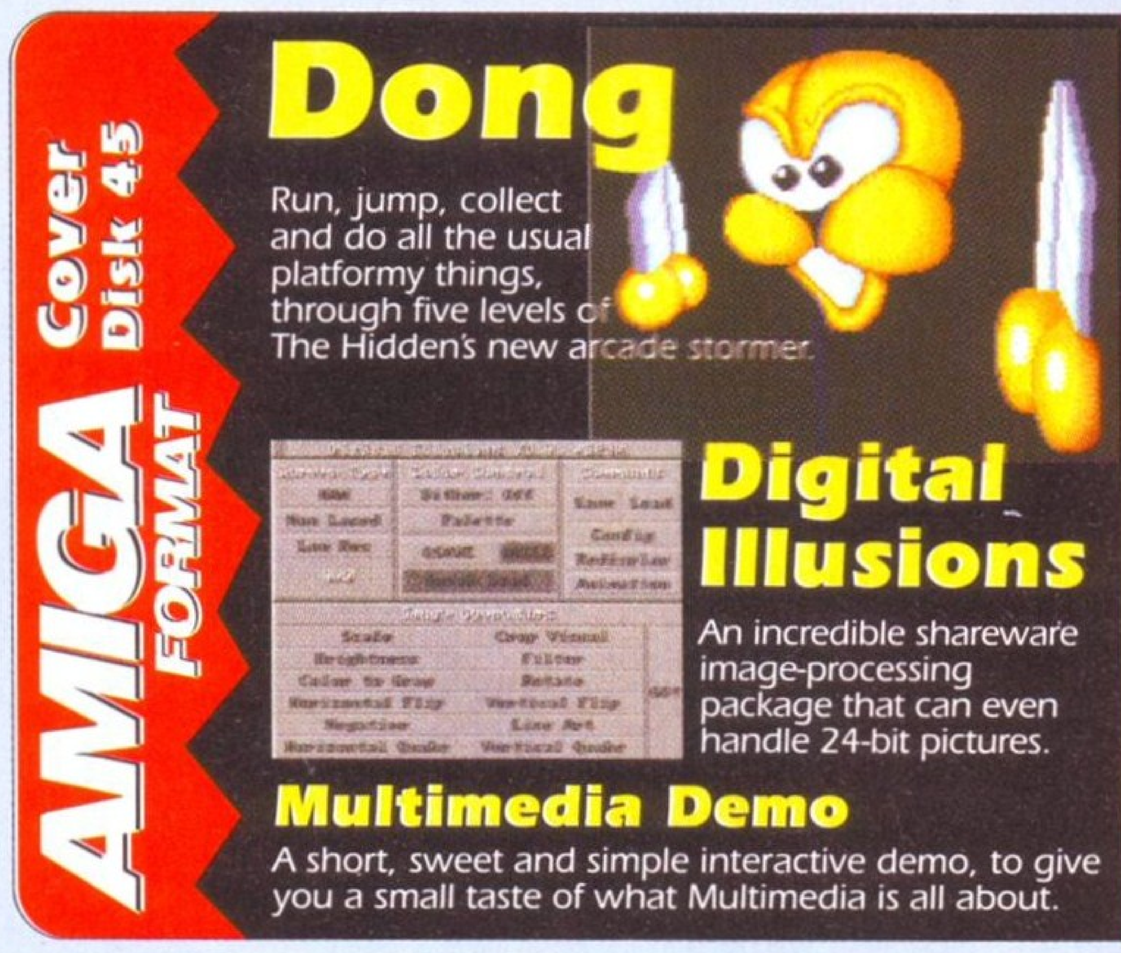


All you need to know about multimedia

PAGE 29

A definitive guide to the subject at the end of everyone's lips: what it is, where it's going, what it will mean for games and serious software, all the terms jargon-busted and how you can create your own piece of multimedia...

ON THIS MONTH'S COVERDISK

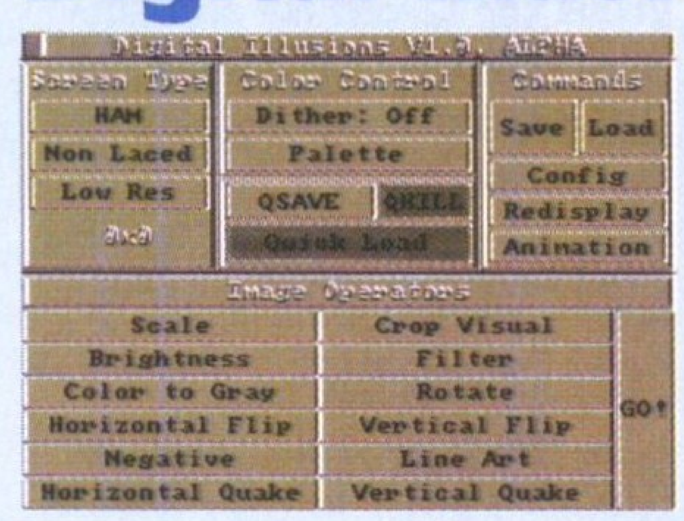


Dong



Move over Zool, here comes Dong! The samurai duck takes on the might of the evil Dick in our five-level playable demo. We think it's a bit of a stormer – so load up your Coverdisk and find out for yourself! You could even win a prize! To find out how, turn over to Page 7...

Digital Illusions



If you've never seen an image processor before, you've been missing out on a major component in the Amiga revolution. This shareware program can do many of the tasks that expensive commercial programs like Art Department Professional excel at. So, if you want to bend, stretch and warp your pictures in a truly mind boggling fashion, gives this a go – you'll be impressed!

MultiMedia Demo

The only way to really appreciate multimedia is to try it out for yourself. So we thought it would be a good idea to give you a smallish demo of multimedia to appreciate. It's been coded up by regular Amiga Format contributor Phil South. In it, you'll see a few examples of multimedia programs on the Amiga, together with a few brief notes on their good and bad points. We reckon you'll get a much better idea of the potential of the subject than mere words on paper can ever say...



Full Coverdisk instructions on next page...

On-line games feature



Playing games on your own is fun, but with two it can cause a storm. Imagine what it's like to link up with a number players from anywhere in the world, and have an aerial dogfight with them! It's all possible, just by linking your Amiga to a telephone line – to find out how, turn to

Welcome to Amiga Format!

Hi, and welcome to another jam-packed issue. This month we welcome another new member of staff, Richard Baguley our new staff writer, who will be maintaining the same exacting standards of reviewing, writing and reporting that you've come to expect from us.

In this issue we take a long hard look at the phenomenon that is multimedia. Any of you who attended the Amiga Shopper Show last year may have seen multimedia in action, because there was an interactive show guide there, powered – of course – by an Amiga. In the future you will be able to use interactive multimedia applications all the time to get the information you need when you need it, but for the present, the Amiga is the number one home multimedia machine. We explore the reasons why.

On Page 38 we take a look at what's available in terms of PCMCIA memory cards, and consider what else we expect to see to fill that little slot in the coming months.



Marcus Dyson, editor

We take a look at on line gamesplaying, and offer our modem-owning readers the chance to play for a week completely free and for gratis, so if you were considering buying a modem, do it before the last week of March and get yourself involved.

It has been a great month on the games front, and we may not have had quantity, but we've certainly had plenty of quality. We have big reviews of The Chaos Engine, A-Train, Abandoned Places 2 and Flashback, plus a host of other worthy pieces of interesting entertainment software.

The first examples of A1200 hardware have hit the streets, and we compare two accelerators, one a budget unit and one a high-end piece of kit that can make things go faster than ever.



Hedgehogs? Ninjas? Pah! Amiga Format's got a samurai duck on its Coverdisk. So let **McDonald Duck** get quacking and tell you about:

Dong

The Hidden/DMI ■ PAL/NTSC

GETTING STARTED



Here's what you should see when you boot the Coverdisk. Some programs will not run from this cut down Workbench though.

This is the screen you should get after turning on your Amiga; insert the Coverdisk and double click on the Coverdisk icon. By double clicking, I mean clicking twice rapidly with the left mouse button. Remember, the tip of the mouse pointer has to be over the icon in order for the computer to know just what you are pointing at!

To run either the *Dong* demo, the *Multimedia* demo, or the *Digital Illusions* program, move the mouse pointer to the relevant icon and double click. Now, on certain Amigas some of the programs will not run in this fashion (see 'Unofficially' below) but you should find this method easier than the Unofficial one.

If you are using an Amiga with only 512K of memory, none of the programs will work! I regret this disk is very much 1Mb only. Even with 1Mb, you may get a 103 "out of memory" error message. Try turning off and disconnecting any extra drives that you have.

UNOFFICIALLY

The *Dong* demo will not run from the icon on an A500. The *Multimedia* demo will not run from the icon on an A600. Various other setups and systems will not run the programs from the icons... What do you do?

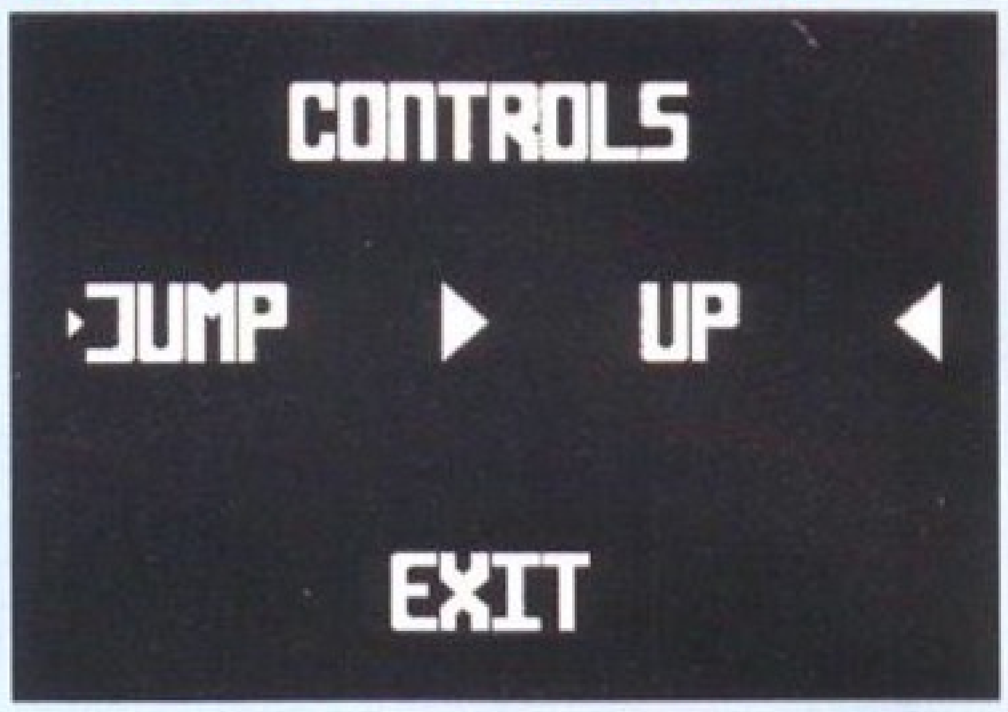
This – when the Coverdisk has started booting (the disk drive light comes on) hold down the Ctrl and D keys. Eventually, you will see a blue screen, with a Commodore copyright message and the words 'Break – CLI'. You will also see a little prompt to type.

The *Dong* demo is called Dong, the *Multimedia* demo is called MultiMedia2 and the *Digital Illusions* program is called Start. Simply type any of these words, press the Return key (the one with the bent arrow on it) and the program will load. Don't worry about using capitals or lower case (big or little) letters because the Amiga doesn't care.

BASIC DONG OPTIONS AND STARTING OFF



The options screen can be used to select one or two players. Press fire to change an option and up and down to move the cursor.



You can choose whether you want the fire-button to control your jumps, or up on the joystick. I find the latter is a much easier option.

HOW TO CONTROL YOUR DUCK

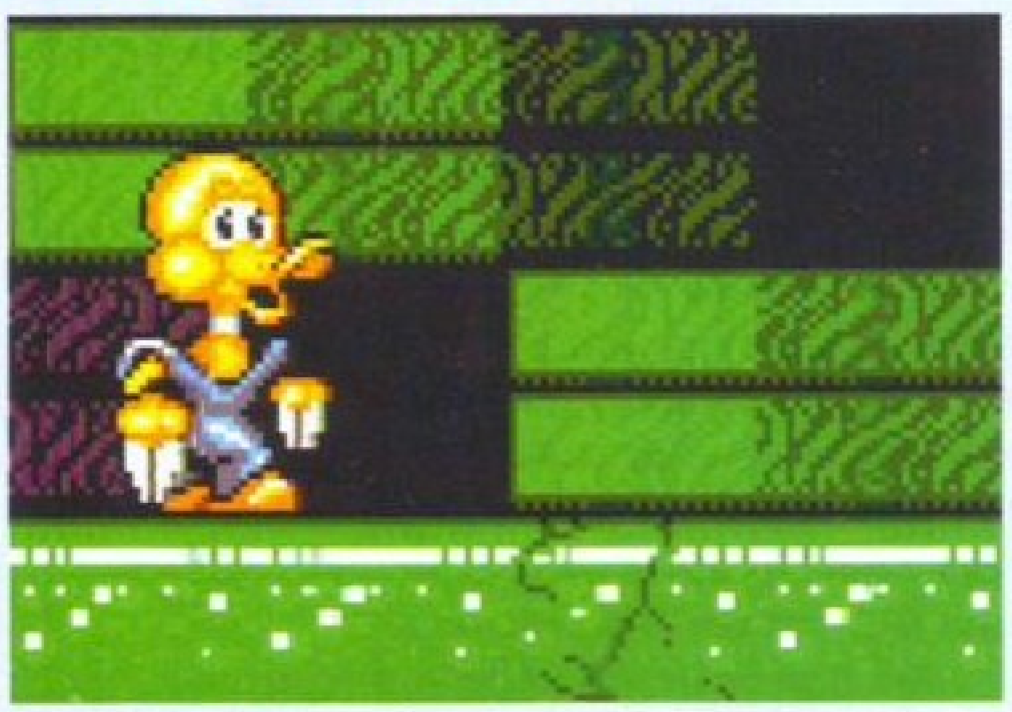


The main aim is to collect the Star Crystals. A counter of how many are left to collect is displayed at the top right of the screen.



***Dong* has razor sharp claws, but in order to inflict damage and kill enemies, he must have jumped and be spinning when contact occurs.**

THE SUBTLE BITS



Carefully look out for these cracks in the scenery. They indicate weak spots that can be jumped on in order to fall down to the next bit of the current level.



There are a few invisible blocks in the game. Try jumping around, noting any areas that deflect you. Invisible blocks are for going up.

WIN A FREE COPY OF DONG COMPETITION

Hey, there's a free-to-enter competition in conjunction with DMI. You could win one of 10 copies of the finished game. Interested?

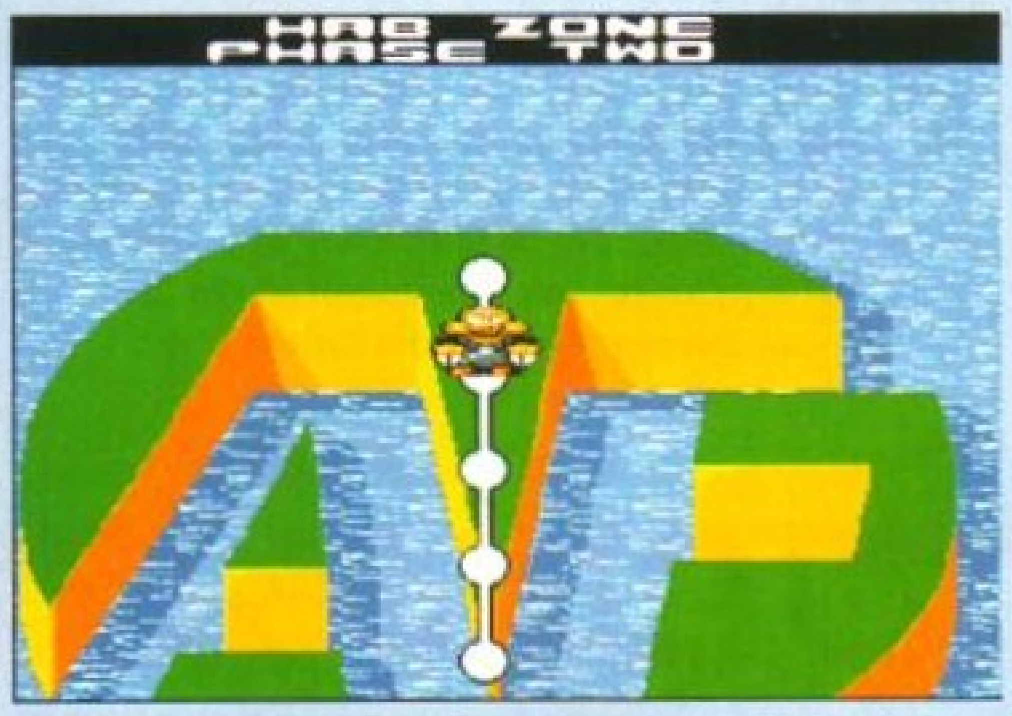
All you have to do is find the secret room with this stick man graphic in it. Write down the word written underneath, and send it, together with your name and address, on a postcard or the back of an envelope to; Quack Compo, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW by April 8 1993, which is the closing date.

Rules: winners will be drawn at random. A list of them will be printed in a future edition of the magazine.

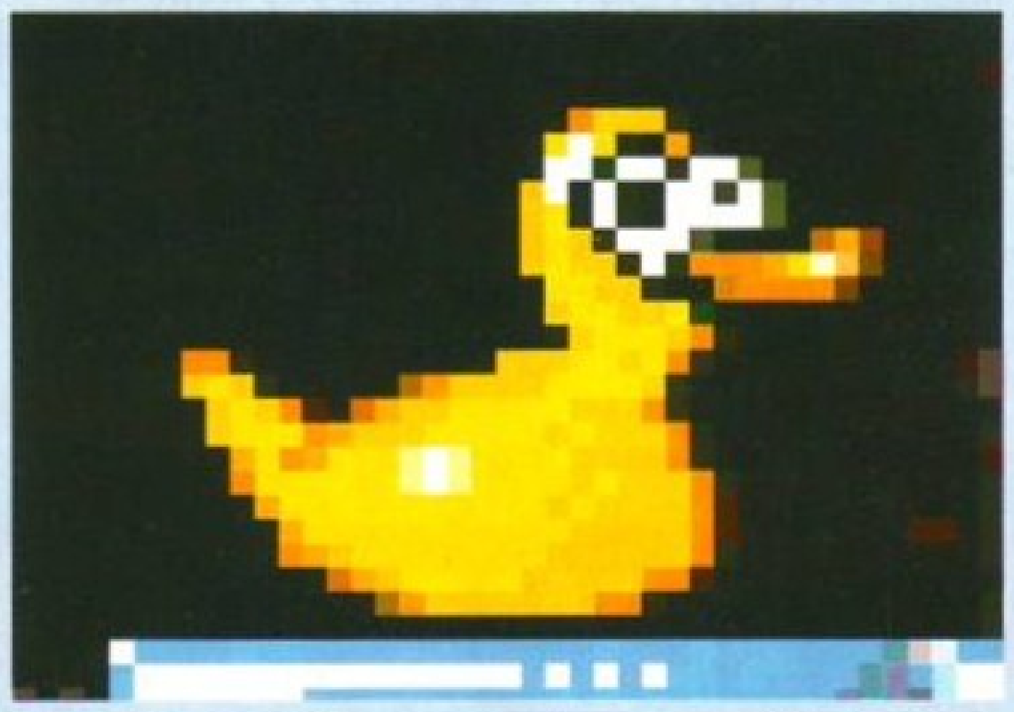
No employees of Future Publishing, DMI or The Hidden may enter, nor their close relatives or anyone owning an albino purebred Rottweiler. Albino Alsatians or Tozers are fine. Oh yes, all owners of Cruft's Champions are right out matey, as are all their relatives down to the third degree. "Do you like dogs, Pat"? Oh yes, I like all Korean food.



Hey, if you come across this geezer, write down the word underneath, send it to us and you may win a copy of *Dong*!



This is the level selector. If you have completed a level, press down to go to the next one. Then press fire to go on with the game.



The main gag of the game is, when you pull the joystick down, you duck! "We've got a morph and we're not afraid to use it" mentality.



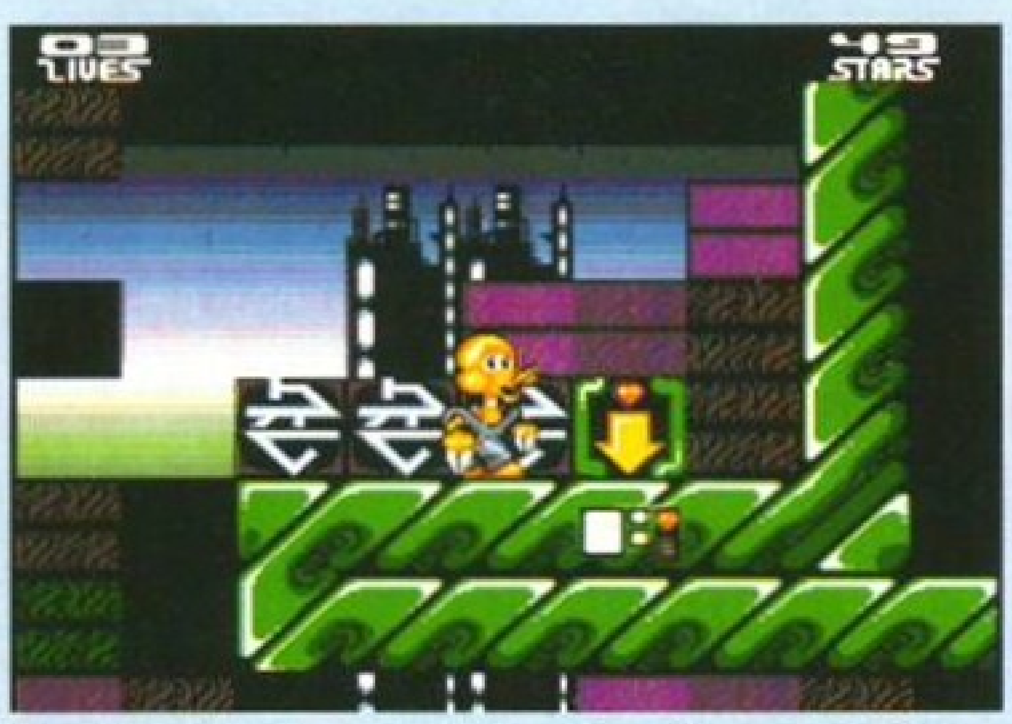
The four special abilities can be flicked between by pressing the fire-button. To activate them, press the fire-button when ducked.



In order to get special abilities, you must pick up the tokens left behind sometimes when you kill enemies. Only player one can pick up tokens.



In two player mode, player two cannot pick up special ability icons. It's useful to have seven extra lives in order to get further, but it's a bit buggy and flickery.



Note the restart point; this is one level two. In total there are five levels in the demo – there will be over 110 in the finished game!

MULTIMEDIA DEMO

Phil South ■ PAL/NTSC



To quit the demo, press Ctrl and C. However, it's a better idea to remove the disk and turn your machine off and on, to fully reset it.

To tie in with the multimedia feature on Page 29, we arranged for Phil South to do a little demonstration of what multimedia is all about. It's not tremendously impressive, but if you've never come across multimedia before, the best way to learn is to experience it.

Using it is simple. To run, either click on the icon from the cut down Workbench of the Coverdisk, or type in the word 'Multimedia2' as per the 'Unofficially' instructions opposite. After that, you'll get the title screen. To quit the demo, hold down the Ctrl and C keys.

What's it all about then? This is a small taster of the programs you can get to actually create multimedia. Sure, we could have just printed four pictures in the magazine, but the idea is to give you a small multimedia experience. We would have liked to include *CanDo 2* on the list as well, but this proved impossible in the event and there's a full review of it on Page 132 if you are interested.

Anyway, just click on one of the boxes containing the names of the four programs (*AmigaVision, Scala MM200, Deluxe Video III* and *ShowMaker*). This brings up a short description in the text display box. After that, you can click with the left mouse button on the Show Pic box, to get a view of what the software costs. It takes a couple of seconds for the picture to display – click again to get back to the menu. It takes a couple of seconds to get to the pictures, so please be patient.

The uncrunched length of the demo is about 250K. One problem with multimedia is that it takes up an awful lot of disk space. Multimedia will only become common when CD-ROM systems, like the CDTV and A570 become the norm. Who knows, we may end up doing a Coverdisc instead of a Coverdisk! Congratulations to Brett Mitchell, by the way, for the rather nifty *ProTracker* sound module.

Many businesses, museums and formal educational establishments are very interested in multimedia as a way of presenting information to those who are remote from them. Sure, looking at a CDTV title is nowhere near as much fun as actually visiting, say, the British Museum. But it would at least give you a good idea of what you wanted to check out when you really got to the place.

So, that's multimedia. Remember this is only a small teaser but it represents the form the future will take!

Digital Illusions

TONNY ESPESET
PAL ONLY

Let's get one thing straight. Although this program can load 24-bit true colour images, it does NOT need a 24-bit display card in order to work. *Digital Illusions* is an image processor, which means it can load in IFF graphic files from a paint program, and then perform alterations to the images. The idea is that you continually select different processes until you have achieved an effect that you like.

Sounds a bit tedious? Image processors have been popular for years on the Amiga, but unless you actually sit down and play with it, you can't see what they do. I doubt if I could do a better job of the on-disk documentation in this short space, so check it out and start messing around with the program.

Example pictures of just what *Digital Illusions* can do are included in the Example_Illusions drawer. They will not load into *Deluxe Paint* or DI, because they have been crunched with *PowerPacker 4.*

DI is a hog for memory. It's use on an A500, A1000 or older A2000 is very limited, because these machines only have 512K of chip RAM. If you drag the FastMemFirst icon from the System drawer of Workbench on to a copy of your Coverdisk, and double click it before it runs, that helps matters. *DI* works better on an A500 Plus, A600, A1200, later A1500/A2000 A3000 or A4000, because these all have 1 or 2Mb of chip RAM.

When DI loads a picture, the information is converted into 24 bit. What this means is that, if you load a two-colour image, say 10K in size, it will occupy over 240K of chip memory. DI will load all of the older IFF formats including 24 bit.

It will almost certainly NOT load the new AGA formats as found on the A1200 and A4000 – 256 colour and HAM8 files are not recommended. To get them means paying a 'shareware' fee to get the enhanced version.

The idea behind shareware is that, if you regularly use a shareware program or you want the enhanced version, you send the author some cash (the amount and address are in the readme file). You don't have to do this – but if you don't, then the author won't bother with bug fixes or improvements. Plus you can suggest ideas of your own to the programmer, and make a new Amiga contact too. You know it makes sense!

COPYRIGHT

All of the program files on this month's Coverdisk are freely distributable. However, the copyright of *Digital Illusions* remains with the author (Tonny Espeset). It's his program; don't hijack it for your own purposes. Plus he deserves some cash for his hard work.

The image and code copyright of the *Dong* demo remain with The Hidden, and the *Multimedia Images*' copyright remain with the software houses concerned. All the music copyright's remain with the musicians who wrote them. I would name them but I don't know their identities.

What am I talking about? Well, just don't go nicking stuff from the Coverdisk and passing it off as your own work. The demos and *Digital Illusions* can be freely copied for yourself, but not altered or butchered for your own purposes, because you will be breaking the law. Got it now?

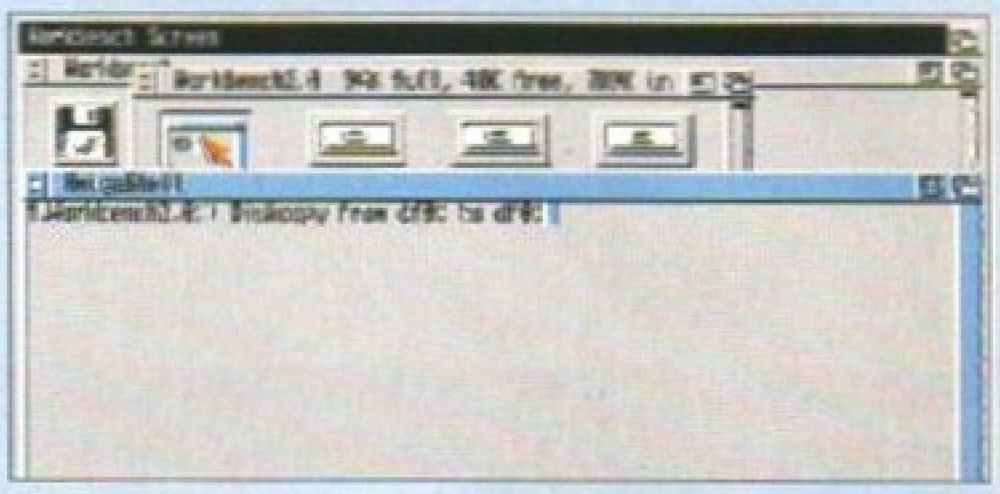
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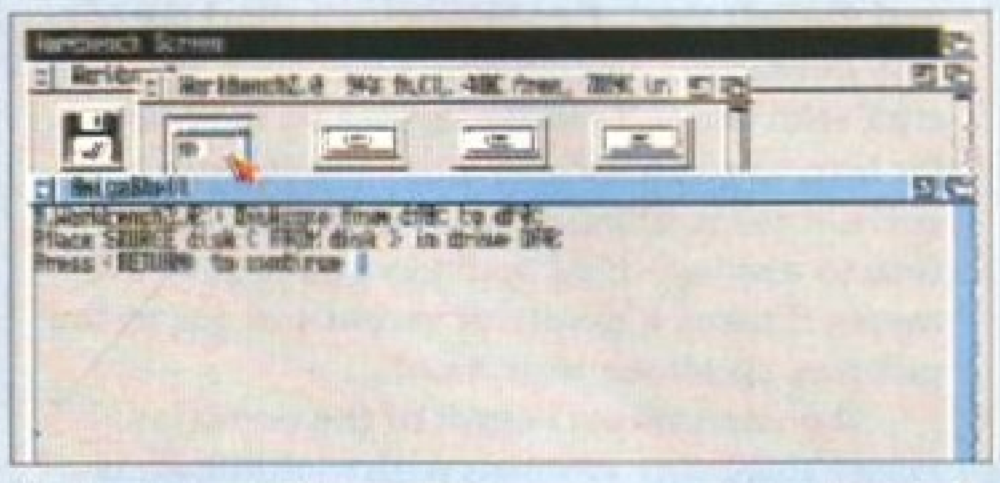
There are two ways of making a copy of your disk, and this is the easy one. Don't be daunted by the fact that you need to use the Shell or CLI: it's actually a lot easier than you might think. Just follow these simple steps...



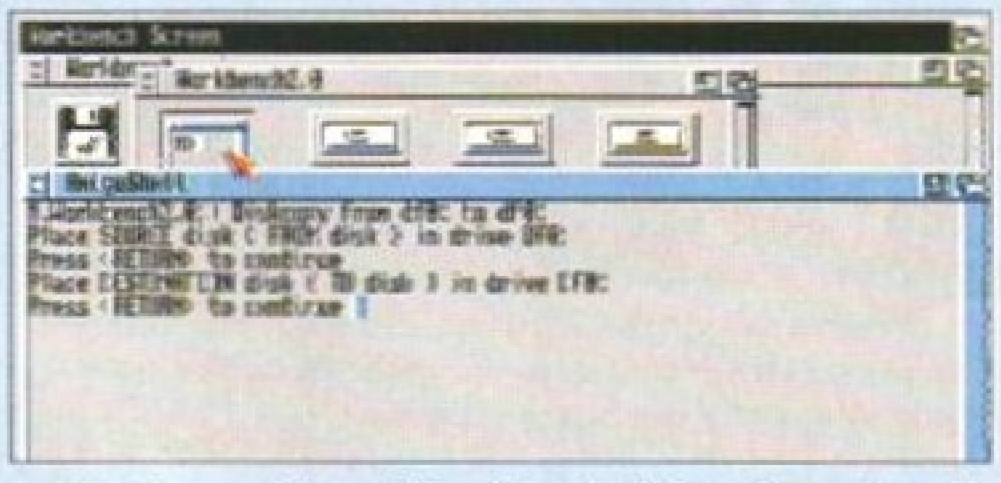
1 Load your Workbench disk. Open the disk, find the icon that says Shell or CLI and double-click on it.



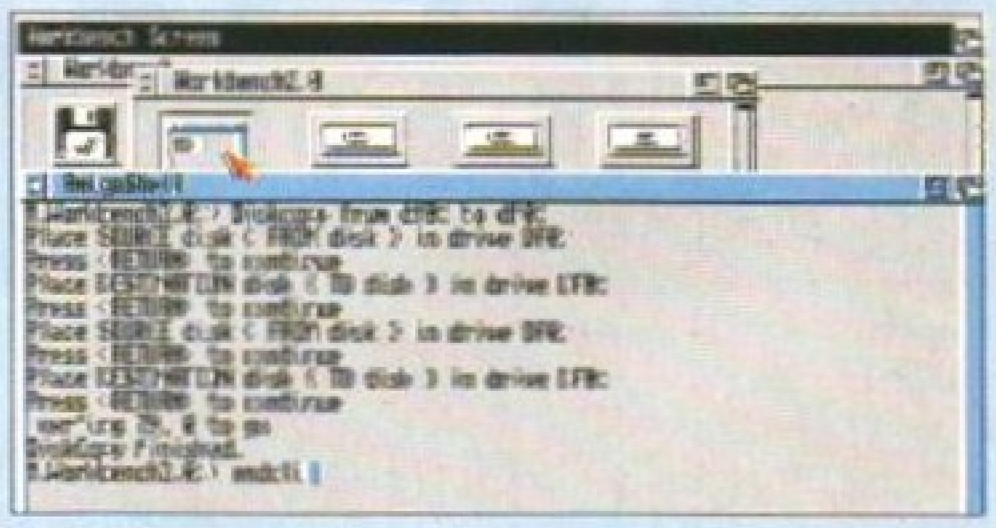
2 When the Shell window appears and the drive light is out, type in (0 is zero, not the letter O):
`Diskcopy from DF0: to DF0:`
and press the Return key.



3. The Amiga will now ask you to insert the 'source' disk. It means the disk you want to copy, so put the Coverdisk in the drive and press the Return key.



4. Wait for a while and it will read all the information off the Coverdisk, telling you how far it has got. Then it will ask you to insert the 'Destination' disk. Put the disk you want to copy your Coverdisk on to in the drive and press the Return key. Note that the disk does not need to be formatted already.



5. Put the source disk and destination disk in a couple more times when the Amiga asks for them. When it says "Diskcopy Finished" just type in:
`endcli`
to get out of the Shell or CLI. You may have to put the Workbench disk in again. Now your copy is ready!

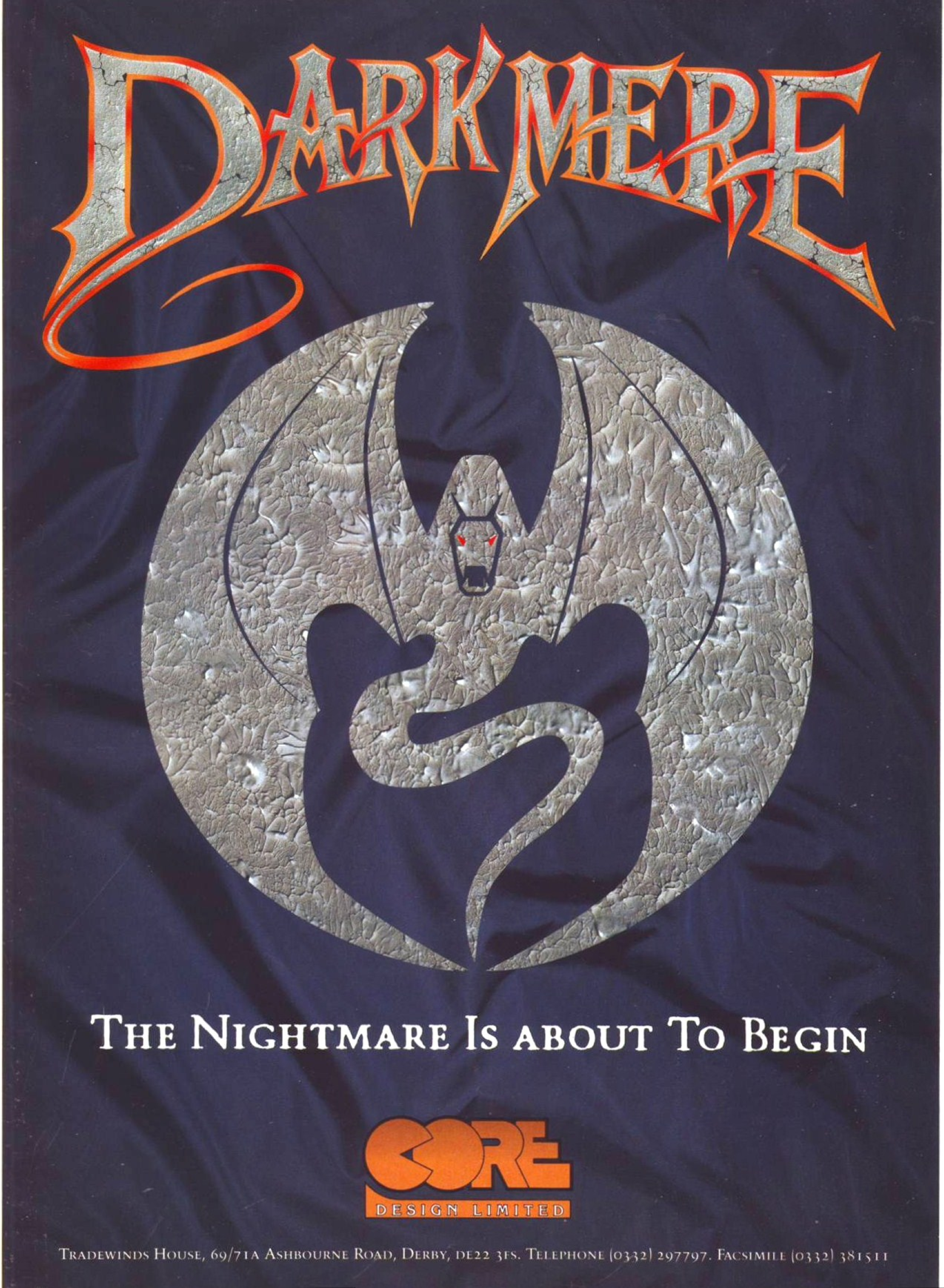
Disk not working?

We duplicate over 200,000 disks every month. Out of all those, obviously a few will be faulty. If the disk or any of the programs will not load or run properly, there may be a problem. Don't panic!

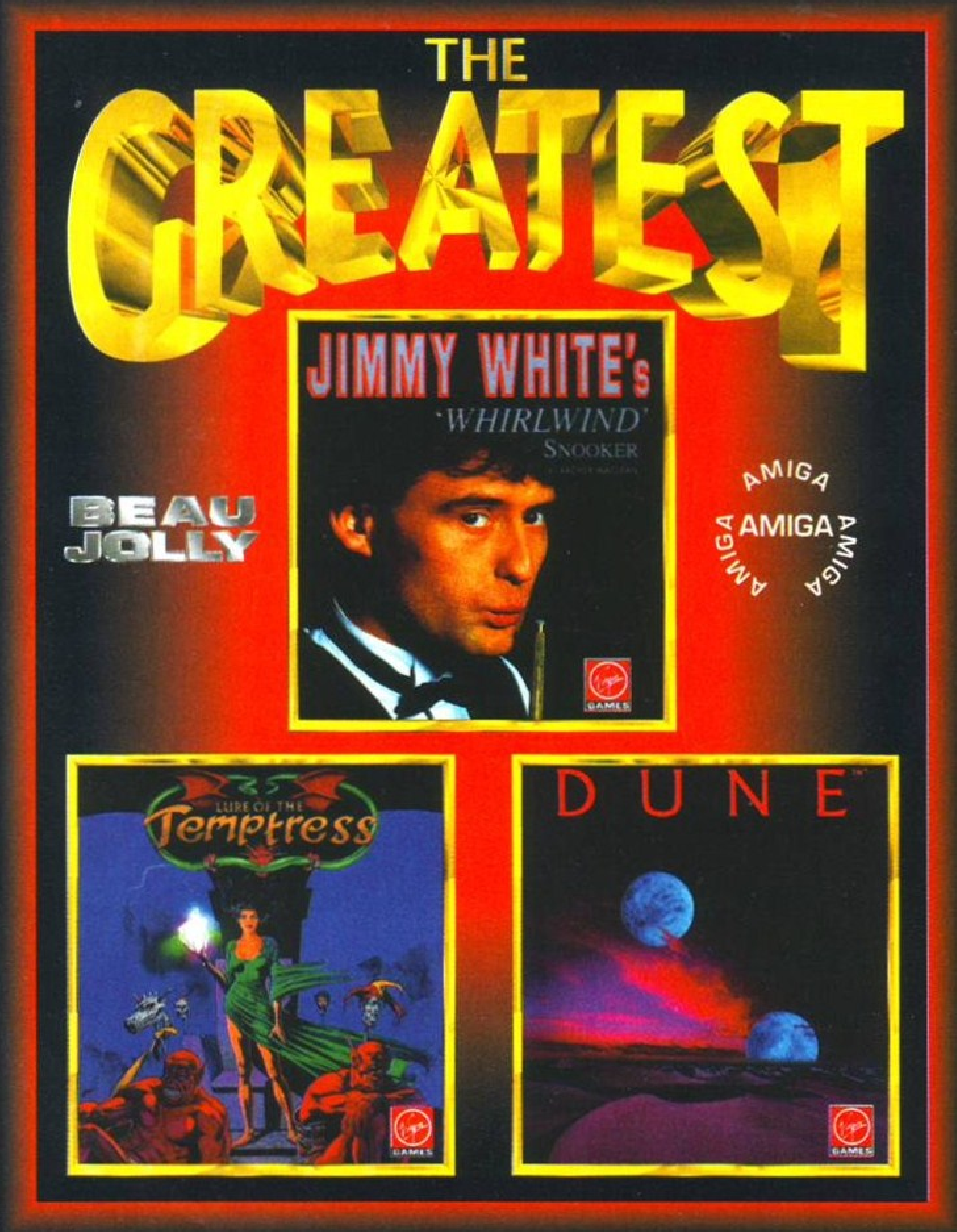
If possible, use the *DiskDoctor* utility on your Workbench disk to rescue it before sending it off for a replacement. Details of *DiskDoctor* can be found in older manuals, but not in the A500+/A600 manuals. It is not included with Workbench 3.

However, if your Coverdisk is in fact faulty, you should send it back INCLUDING A STAMPED, ADDRESSED ENVELOPE for a free replacement within one month of the cover date to:

Amiga Format April Disk
Disk Copy Labs Ltd
Units 2&3
Omega Technical Centre
Drayton Fields
Daventry
Northants
NN11 5RT


DARKMERE
THE NIGHTMARE IS ABOUT TO BEGIN
CORE
DESIGN LIMITED
TRADEWINDS HOUSE, 69/71A ASHBOURNE ROAD, DERBY, DE22 3FS. TELEPHONE (0332) 297797. FACSIMILE (0332) 381511

PROBABLY "THE GREATEST" PACK IN THE WORLD



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LURE OF THE TEMPTRESS
DUNE

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ST: RRP £32.99

JIMMY WHITE'S WHIRLWIND SNOOKER
LURE OF THE TEMPTRESS
SHUTTLE

BEAU JOLLY

Sky wars



Tommy prepares to take on Jerry in a large-scale aerial war.

MicroProse, have announced the release of their latest simulation: *The Ancient Art of War in the Skies*.

MicroProse's Yvette Wier explains how it will differ from other releases: "It's going to combine traditional war-gaming strategy with fast-paced, arcade-style action, and will appeal to both beginners and hardened war-gamers alike."

The game's due in April, and will put you in both dogfight and bombing situations, with an impressive list of enemies: Red Baron, Kaiser Wilhelm and France's General Foch. More than 40 fictional and historical situations are simulated, and a mission design feature will enable you to create or modify campaigns. MicroProse 0666 504326.

Comic Relief Day



Down in the Park on a cold February morning, the stars of Comic Relief show extreme professionalism and stoicism in front of the country's media.

PLANS FOR THIS year's Comic Relief Day were announced on a cold and dismal February morning in Battersea Park. Joining in the cold festivities were Joanna Lumley (as radiant as ever, even at 10am), Lenny Henry (nice bloke, nice and tall), Right Said Fred (consummate professionals who can hold a tune), Jakki Brambles (popular with the young folk, you know) and Angus Deayton (sharp-witted media personality).

This year Comic Relief Day is on March 12, the day after this issue of ***Amiga Format*** hits the streets. If it hasn't happened yet, be sure to watch it, but if you've missed it, it's not too late to send some money.

Also in attendance at Battersea Park were ***Amiga Format*** editor Marcus Dyson and the magazine's staff writer Andy Nuttall who were there because of ***Amiga Format***'s involvement with the Comic Relief/Commodore A1200 bundle (see story, this page).

The day highlighted, to journalists from different areas of the media, the importance of the charity, as Marcus explains: "It's important to send a donation, because on this planet there is enough wealth to feed and house every single human being. But some of the cash is in the wrong place or being spent on machines that destroy life. So it's up to us and Comic Relief to make sure it goes to those who need it. If you want to help save a life (and it's far more rewarding than completing *Zool*), watch the show, enjoy yourself, and then send some money."

Commodore launch first A1200 pack

THE FIRST SOFTWARE bundle for the A1200 has been announced by Commodore at their UK head office in Maidenhead. The pack contains the A1200 itself, a copy of Ocean's *Sleepwalker* game and a special Comic Relief edition of ***Amiga Format***.



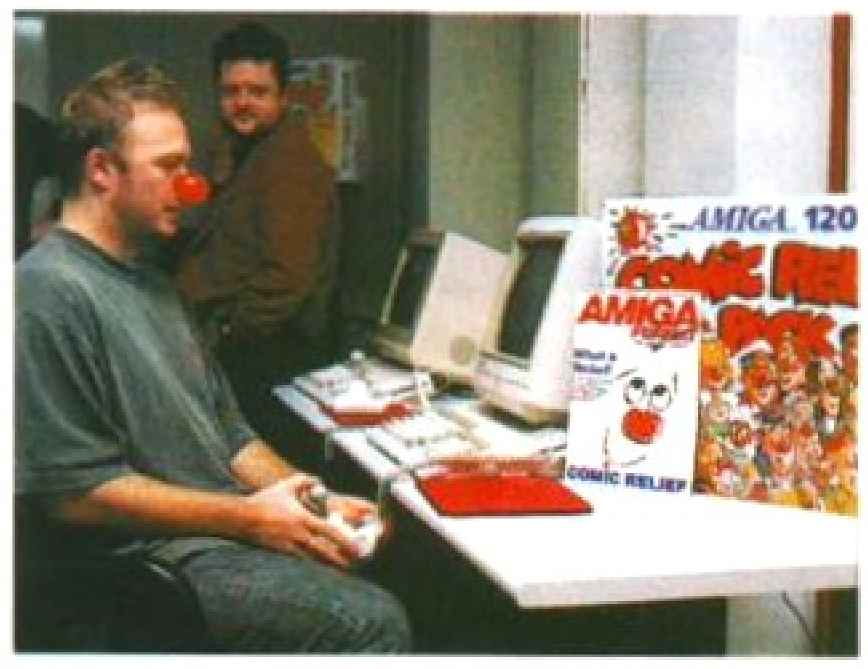
The new Commodore bundle containing an A1200, Ocean's *Sleepwalker* and a Comic Relief edition of *Amiga Format*. A donation of £25 from the £399 bundle price goes to the charity.

There will be 25,000 packs available through high street shops and independent dealers for the next few months, and £10 per pack sold will be donated to the Comic Relief charity.

The gesture is particularly generous because sales of the 1200 have been strong since its release, so if all the packs are sold, Comic Relief will be £250,000 better off.

Ocean are already making a donation of £4.32 to Comic Relief from every copy of *Sleepwalker* sold. To celebrate this warm and wonderful gesture, now-former Ocean PR man Ken Lockley turned up at the Comic Relief launch at Battersea Park (see other story), dressed as Ralph the Dog from *Sleepwalker*.

But back to the pack. It's a good offer for anyone planning to buy an A1200, not only do you get the machine at the normal list price of £399, but you also get the superb *Sleepwalker* game (it got an ***Format** Gold* rating of 91 per cent in ***AF***44) as well as a special Comic Relief issue of ***AF***. And what's more you help charity at the same time. Buy one now!



At the Comic Relief pack launch, editor Marcus Dyson proves he can wear a red nose, play *Sleepwalker*, and shamelessly plug *Amiga Format* all at once. Tim Smith, *AF Specials* editor and *Sleepwalker* competition winner watches smugly.

RACE FOR THE SKIES

***CyberRace* is the title of the next game from Cyberdreams, the creators of the excellent HR Geiger-illustrated adventure *DarkSeed* (*AF*44 – 72 per cent).**

Continuing their policy of working with top sci-fi authors and illustrators, Cyberdreams have commissioned Syd Mead, whose design credits include such high-profile films as *Blade Runner*, *Tron*, *2010*, *Star Trek* and *Alien*, to produce the in-game artwork and packaging.

The game is based around a pair of planets at war that have their weapons confiscated and replaced by the Cyber Track. This is a futuristic racing area where they can battle to the death without harming any of the neighbouring civilisations – eco-friendliness in the future!



CyberRace: a futuristic racing game with artwork by designer Syd Mead.

For further information about the release of *CyberRace* get in touch with Cyberdreams on 071-328 3267.

At long last, A1200 HDs



The A1200: ZCL's new deal could be just the thing if you crave a 60 or 80 Mb hard drive for your machine.

ZCL HAVE ANNOUNCED the release of Commodore-approved hard drive expansions for the A1200. The units, which must be shop fitted, will not invalidate Commodore's 12 month in-home warranty. Although ZCL, in the guise of their INDI Direct and Calculus stores, claim to be the only supplier of this service, we believe Silica and Gordon Harwood's will have Commodore approval too.

The drives offered are modest in size, 60 and 80 Mb being the only options at present. The prices for a new A1200 with the hard drive already fitted are: £539.99 (60 Mb) and £599.99 (80 Mb). If you want the hard drive fitted to your existing A1200 it will cost you £219.99 (60 Mb) or £279.99 (80Mb).

The deal is particularly attractive because INDI Direct and Calculus will collect an A1200 from a home anywhere in the UK for an extra charge of only £5, format the hard drive, install Workbench, insure the hard drive and return it to your home all within a week. If you are thinking of buying a hard drive for your A1200/600, why not read our survey of the services available in next month's issue.

A Divil of a time



Litil Divil took three years to develop and is due for release in April.

The next release from Gremlin Graphics (the team behind the console-beating *Zool*) will be *Litil Divil*, due out in April. It's a bizarre, isometric 3D adventure which has been in development three years now.

It's all about a young boy who wanders into the Underworld, only to find that a curse has been placed on him which prevents him from escaping. You must guide him to the exit via five levels, each comprising 10 different puzzles. Gremlin reckon a lot of brains and brawn are necessary to complete the puzzles. If Gremlin keep to their release schedule a full review should be in *AF*46. Gremlin 0742 753423.

Absolute Power can be yours



Everything you ever wanted to know about every game ever and more in this month's *Amiga Power*.

Have you ever wished you knew about every Amiga game ever released? Just imagine it – a guide to every release from 1985 right up until 1993; a directory containing over 1,000 titles, each with a review and guide to availability.

Well, in the bumper April issue of sister magazine *Amiga Power* magazine you'll find *Absolute Power* – the answer to your prayers, and the definitive guide to every Amiga game ever, ever, ever.

Ever? It sounds improbable, but the *Amiga Power* team have been slaving away over the past few months to include even the most improbable and obscure titles, as well as the big names you'd hope to find in a games guide (and some you wish had been forgotten about). They've gone right back to the dawning of Amiga games to dredge up the turkeys and classics of yesteryear, along with familiar movie and arcade tie-ins and years of original (and sometimes bizarre) titles. The result is *Absolute Power* – a mammoth compendium of over 1,000 games, which is destined to become a legend among Amiga gamers.

The April issue of *Amiga Power* is on sale now. Don't miss it!

SENSIBLE SOCCER SEQUEL SCOOP!



Sensible Soccer – probably the best football game in the world. Is a sequel on the cards?

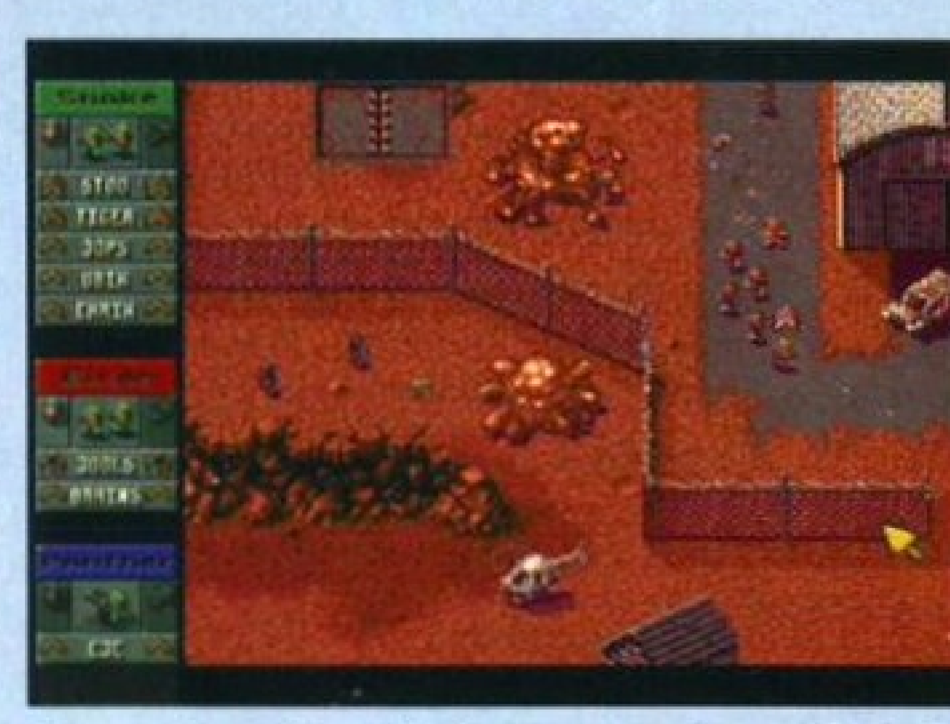
Rumour has it that Sensible Software are to produce a sequel to their best-selling soccer game, *Sensible Soccer*.

The game is currently going to be called *Sensible World of Soccer*, and will apparently incorporate around 1,500 teams from all over the world, including club level and international teams, plus a comprehensive management option.

Sensible have employed a football expert who has started to collate data about the world's major football teams for inclusion in the game, which is due for completion later this year.

The next game to be released from Sensible Software is a war-game called *Cannon Fodder*. The game puts you in control of a bunch of 325 civvies who you must build up into an army – so it's a bit of a branch-out for Sensible. The characters will be similar in appearance to those in *Mega-Lo-Mania* and *Sensible Soccer*. With them you will have to take on around 30 different missions including blowing up buildings and rescuing hostages.

You will also have to enter battle with a number of armies in various scenarios, including jungle, arctic, desert, moorlands and underground. The sound effects are incredibly realistic (we know, we've heard them), so it looks like one to watch out for. *Cannon Fodder* is due for release through Virgin Games in September.



The usual Sensible-style characters can be seen in their next game, *Cannon Fodder*, released through Virgin.

Big games on show

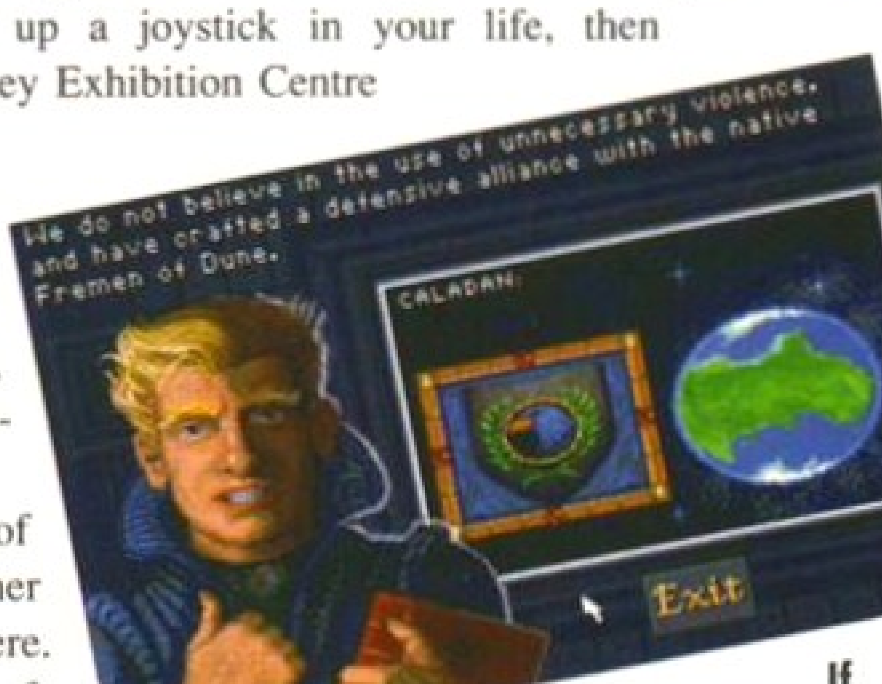


THE GAMES SOFTWARE HOUSES have shown their support and commitment to the forthcoming ***Amiga Format* Live Show,** with plans to give several new games their first public showings at the event.

In the *Amiga Power* Games Arcade Virgin will be unveiling *Dune 2*, *Goal!* (Dino Dini's follow up to the phenomenally successful *Kick Off 2*), *Beneath the Steel Sky* and *Apocalypse*.

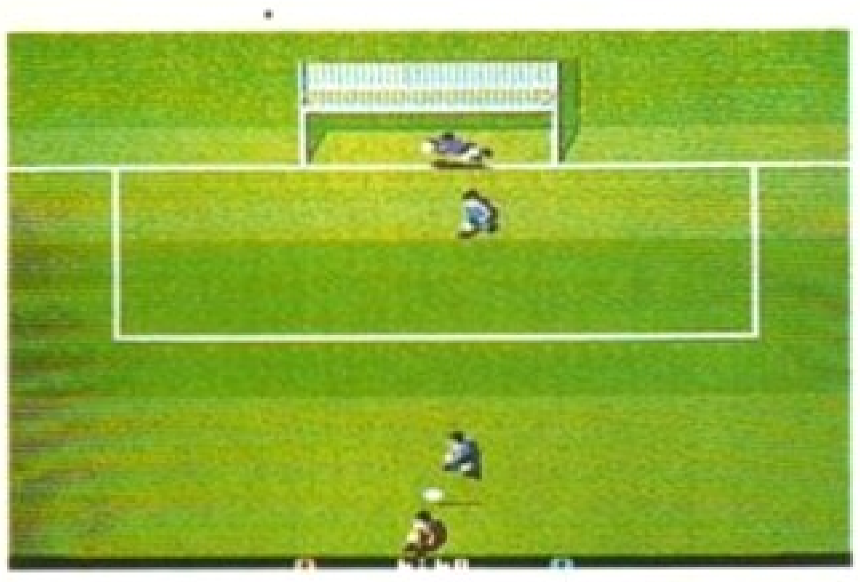
Gremlin will also be there in force premiering their sequel to *Hero Quest*; *The Legacy of Soracil* and their isometric 3D adventure *Litil Divil*. MicroProse will be showing *B17* and *Gunship 2000*. So if you've ever picked up a joystick in your life, then Wembley Exhibition Centre will certainly be the place to be on May 7-9.

If you are of a more serious mindset, the ***Amiga Format*** team will be on hand to chat with, and to answer your technical queries. Sound and Vision will be the name of an area where you can learn about the complete video production process. Whether it's soundtrack, editing, special effects or Amiga graphics and animation that are giving you problems, the necessary experts will be on hand.



If you want to see *Goal!, Dune 2* and *Beneath a Steel Sky* first, then join *Amiga Format* live.

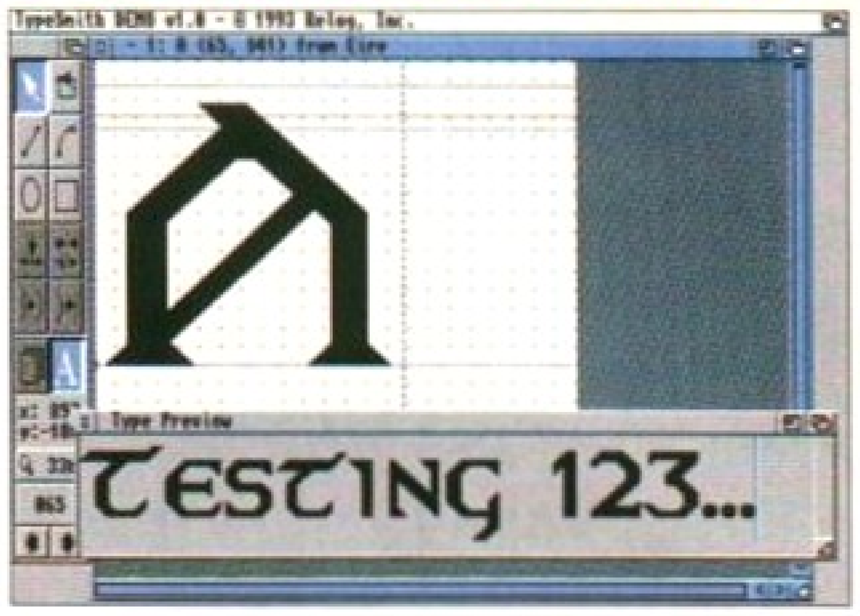
Bargain hunters will be pleased to hear that a plethora of stockists of quality Amiga hard drives, accelerators, printers and a whole host of other peripherals will be there. Plus plenty of serious software will be available for a good deal less than list price. And there'll be the odd cheap game to be found too.



***Goal!* or *Dino Dini's Goal*? To find out for sure, go to the launch at *Amiga Format* Live.**

Added to this will be a big inflatable plastic bag that you can go inside and shoot at one another with lasers. (*Don't laugh, it's good, the Amiga Format team had to be smoked out of it using mustard gas during the Future Entertainment Show – ED*). *Amiga Format* Live is looking like the kind of show you wouldn't miss for all the copies of *Lemmings 2* in Psygnosis' warehouses. If you haven't got your ticket yet, call the credit card hotline on 051-356 5085.

GTS RELEASE TYPESMITH DEMO



***TypeSmith* is the first commercial outline font designer we've seen for the Amiga.**

George Thompson Services are offering a save disabled demo of the *TypeSmith* program, to give users a chance to savour its delights. For those of you not familiar with *TypeSmith*, it's a font design program. Unlike similar packages for the Amiga, it enables the user to design outline fonts, which is particularly useful for structured drawing and DTP use. If you fancy giving it a try, the demo is available from GTS on 0707 391389.

GB RE-ROUTE



***GB Route* is in fact cheaper than reported in *AF* last month – what a bargain.**

In last month's ***AF*** we recommended *GB-Route*. Unfortunately the price was wrong. This indispensable, assuming you have a car, utility sells for the bargain price of £49.95, and not £79.95 as we stated.

Established and new users alike will also be interested to know of *GB Route Edit*, a program which allows you to add locations, edit data and personalise *GB Route Plus* to your own tastes. All for the price of £9.95. Contact Complex Computers on 0706 224531.

BEST PRODUCT, BEST PRICE



The GVP A500 HD8+: good looking, good quality, and now a good price.

THE GVP A500 HD8+ drive has taken a tumble in price, from £349 to £299 at Silica Systems. This popular A500 peripheral has been lauded many times in *Amiga Format*, and is without doubt the best hard drive available for the A500 (apart from GVP's own A530 hard drive/ accelerator). The only problem with the unit is that the cost is high. The new price should see the drive succeed in the face of mounting competition. Contact: Silica Systems on 081-309 1111.

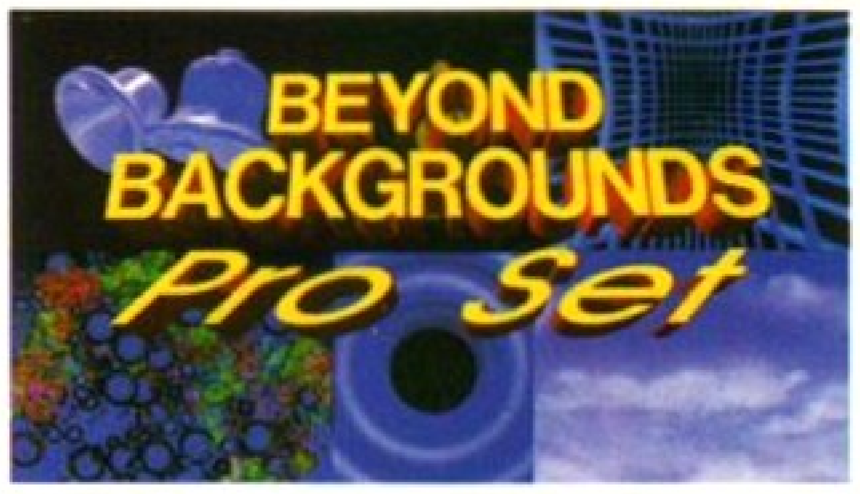
Just say Yes to games

WHILE THE TABLOID press have turned their wrath on computer games, and decided that they are responsible for the poor state of the nation, Liverpool drug education team, Healthwise have turned to them for help.

Drug Fax is a piece of edutainment software that is designed to keep kids both amused with computer games while being informed about the dangers of drugs at the same time.

For further information contact: Healthwise Drug Helpine on 0800 838909. All calls are free.

BEYOND THE BACKGROUND



If you would like your titles to have backgrounds like these, you're in luck

Canadian Frostbyte Systems have released a 10-disk set of 24-bit overscan backgrounds. *The Beyond Backgrounds Pro Set* of 736 x 480 pixel images (cost $99.95) is intended for use by video professionals and 3D ray tracers. Contact: Frostbyte on 0101–416–7697516.

Zool at the arcade



Zool: the Ninja mut-ant hero will be making his arcade debut this summer.

Amiga owners have known for months that *Zool* is good enough to be an arcade machine, but now Bell Fruit Manufacturing have caught on to the fact too.

Summer 1993 will see the Ninja mut-ant kicking and spinning his way across many a sea front and town centre arcade, as the *Zool* coin-op is launched.

Play will strongly resemble the Amiga version , but additional features will be incorporated, including over 100 levels of arcade action. If you've finished the computer version, start saving those 50 pence pieces.

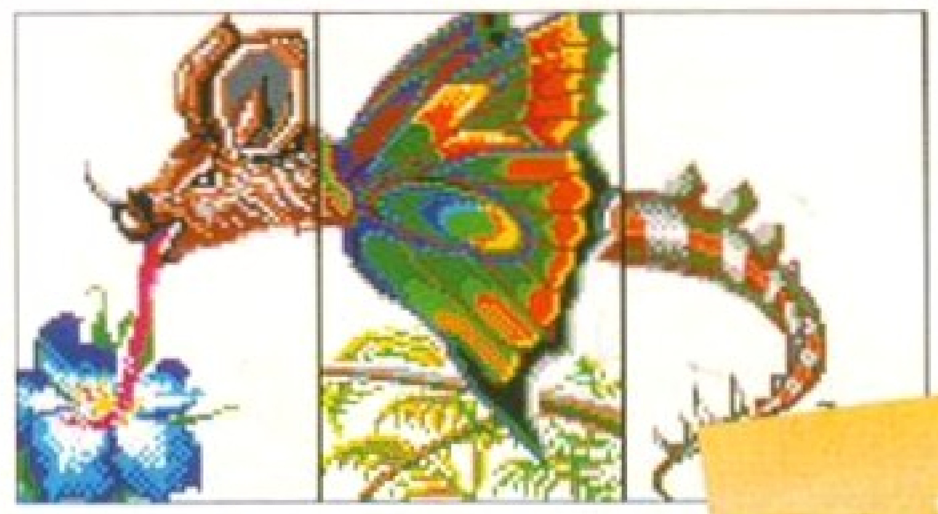
IF IT'S JUST THE TIME YOU'RE AFTER

First Computer Centre in Leeds, as well as offering the same MBX 1200z unit as ZCL, have also got a standalone real-time clock for those of you not keen to part with £200 for a co-processor unit. The standalone clock retails at £14.99. Contact First Computer Centre on 0532 319191.

A1200 gets new Life

FOLLOWING ON FROM last month's report that Team 17 will produce *Alien Breed 2* for the Amiga 1200, several other companies have followed suit with announcements of additional new games releases for the machine.

First up is *SimLife* from Maxis, the people who brought us *Sim City* and the excellent *A-Train*, reviewed on Page 68 of this issue. According to Mindscape's PR man James Morris, *SimLife* "simulates ecosystems in great detail, with plants and animals interacting with each other as in real life. Six different game scenarios challenge you to solve problems from food chain management to genetic manipulation." The game is due for release in July. Mindscape 0444 246333.



After *Sim City* comes *SimLife* – can this be even more realistic?

The long-awaited A1200 version of *Civilization* – the excellent god-game that got a whopping great 94 per cent ***Amiga Format*** *Gold* rating in issue 38 – is virtually ready for release, so why are MicroProse holding on? "It's because we are waiting for a standard hard-drive version of the A1200 before releasing the game, because it runs from hard drive only."

Since ZCL have now announced new 60 and 80 Mb versions of the A1200 (see Page 12) *Civilization* should only be a matter of months away. For more information contact MicroProse on 0666 504326.

Last, but not of course, least news reaches us of what is possibly the first A1200-only game. It comes from Vivid Software of Bournemouth, who are currently producing a game with the title *Mr Gurk and His Amazing 16 Million-Coloured Quest*. Subtlety is obviously one of Vivid Software's stronger points. Apparently the strangely named Mr Gurk of the title has had his 16 million colours stolen by the 'console scourge', who only have 16 colours and are therefore consumed with envy and are jealous of Mr Gurk's, remarkably colourful personality. So he begins a quest to retrieve them. Hmmm, sounds, er, interesting. The ***Amiga Format*** team are on the case and will bring you more information about the game as it comes.



The A1200 version of MicroProse's *Civilization* is to be released as soon as a hard-drive 1200's available.

Amiga Format Q & A

If you've ever had a question about the Amiga that you couldn't answer, then here's just the thing for you! The next *Amiga Format Special* is a Q & A extravaganza, where the boys (and girl) from the *Specials* team will answer every Amiga-related question that they can think of. Also, if you have a question about anything Amiga related, then send it along to them and they will try to answer it in *AFS Q & A*. Send your queries to: the editor, *Amiga Format Specials*, 30 Monmouth St, Bath, Avon, BA1 2BW, to arrive before Monday April 12.

You can meet the *Specials* team (along with *Amiga Format*) at *Amiga Format* Live '93, where the *Q & A* issue will also be on sale. Staff writer, Andy Nuttall will be one of many on hand to answer any questions that you may have: "Some of us may even be persuaded to go along to the bar, where answering questions is so much more fun." Turn over four pages for further details.

HAVE YOU GOT THE LAST TRAIN TO CLARKESVILLE?

Music Librarian is a new product from ARK, designed for those with bigger record collections than you can easily remember. The purpose-written database utility is aimed at DJs, music librarians and record lovers everywhere. 1.5Mb of RAM, two floppy drives and £39.95 are all you will need to get started. Oh, and a rather large record collection.

Applied Kernal Research 0983 551496

Free Expression



Art Expression left a bit to be desired, so registered users get an improved version for free.

Soft Logik have wasted no time in addressing some of the points raised in our review of their *Art Expression* structured drawing package (*AF* 44 – 75 per cent), in which we spotted a small problem with constructing a line from a series of bezier curves (drawing a line through fixed points).

Version 1.02 of the program has already been mailed out to registered users. This bug fix continues Soft Logik's commitment to free updates for registered users, and it is accompanied by a font disk, and an art bonus disk. *Illustrator* and *DR2D* support have also been improved on the 1.02 version, as has preferences printing.

Lemmings take over the world

Lemmings 2 hits the streets the day this magazine goes to press, so if you are expecting a full review of what looks set to be one of the biggest games of the year, I'm afraid you'll have to wait until next month. You'll see reviews in other mags, but they have reviewed it on site. Psygnosis are not releasing copies to journalists until February 24. We know the importance of the game, and we're not prepared to give it a score until one of our review staff has toiled over it for several sleepless nights. Watch this space (no not this exact one you dweeb, we mean somewhere around Page 64 next month).

Please note, last month we used a picture of a Lemming in our reviews of *Art Expression* and *PageSetter 3*. This was done by kind permission of Psygnosis, who hold copyright on the *Lemmings* name and image.

The Top 30

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP · SPONSORED BY PENGUIN BISCUITS

Pos	Move	Title	Publisher	Rating
1(1)	■	Streetfighter 2	US Gold	87%
2(5)	▲	Premier Manager	Gremlin Graphics	87%
3(2)	▼	Sensible Soccer 92/93	Renegade/Mindscape	80%
4(3)	▼	Wing Commander	Mindscape	83%
5(4)	▼	Zool	Gremlin Graphics	FG95%
6(–)	New	Nick Faldo's Golf	Grandslam	FG90%
7(6)	▼	Indiana Jones – Fate of Atlantis	US Gold	FG92%
8(9)	▲	Road Rash	Electronic Arts	84%
9(7)	▼	AV8B Harrier Assault	Domark	60%
10(–)	New	Sleepwalker	Ocean	FG91%
11(10)	▼	Campaign	Empire	79%
12(8)	▼	WWF European Rampage Tour	Ocean	18%
13(16)	▲	Monkey Island 2	US Gold	FG95%
14(18)	▲	Civilization	MicroProse	FG94%
15(28)	▲	Sim Earth	Ocean	79%
16(20)	▲	Dr Who – Dalek Attack	Alternative	59%
17(–)	New	Crystal Kingdom Dizzy	CodeMasters	60%
18(23)	▲	John Madden American Football	Electronic Arts	FG94%
19(13)	▼	Pinball Fantasies	21st Century	FG90%
20(14)	▼	Formula One Grand Prix	MicroProse	FG92%
21(17)	▼	Jimmy White's Whirlwind Snooker	Virgin Games	FG91%
22(–)	New	Rome AD92	Millennium	77%
23(11)	▼	PGA Tour + (Comp)	Electronic Arts	Comp
24(12)	▼	Archer MacLean's Pool	Virgin Games	89%
25(19)	▼	Putty	System 3	FG95%
26(15)	▼	Humans	Mirage	72%
27(–)	Re	Lemmings/Oh No! More Lemmings	Psygnosis	80%
28(–)	New	Trolls	Microvalue	80%
29(22)	▼	Lotus 3: The Ultimate Challenge	Gremlin Graphics	76%
30(–)	Re	Project X	Team 17	75%

Smash TV 2 – it's Carnage



Total Carnage, Bally/Midway's excellent sequel to *Smash TV,* is to be converted to the Amiga by Stroud-based International Computer Entertainment (ICE).

The game pits two players against the military might of several Middle-Eastern countries, and they must try to destroy various strategic sites. Stuart Bell of ICE told *Amiga Format*: "We're only currently in discussion with Bally on whether to include Iraqi references in the game, which are strongly hinted at in the arcade version." ICE 0453 756993.

Muscles and mayhem abound with *Total Carnage,* coming to your Amiga soon courtesy of ICE.

Mario reaches the Amiga

Mario, the fat, bald Italian plumber made world famous by the console giants Nintendo, is shortly to appear in a new series of education software for the Amiga from Mindscape.

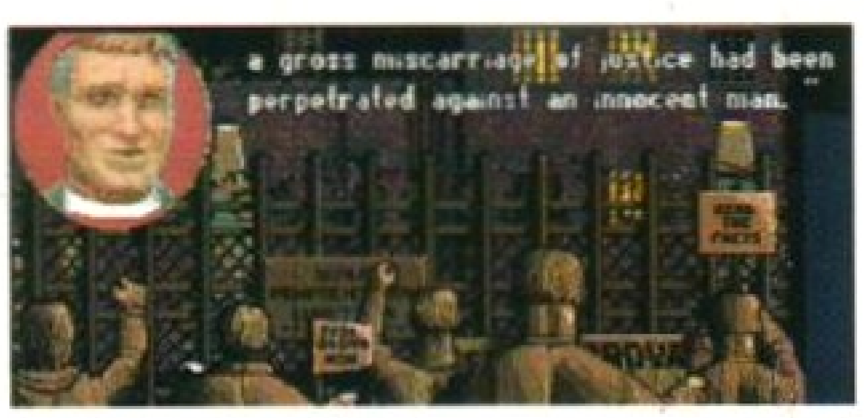
Under the edutainment banner (combining both education and entertainment aspects) the first in the series, *Mario Is Missing,* is an arcade game set in 19 countries throughout the world.

Mindscape are extremely pleased with the licence and hope that he'll prove as popular on Amiga as Nintendo! It's due for release in April.



Mario, possibly the most overrated character in the world, makes it on to the Amiga.

Crowther Captured again





Role-playing fans are due for a treat soon because Mindscape have announced the imminent release of *Captive 2,* the sequel to Tony Crowther's best-selling *Captive.*

Mindscape's James Morris expects the game to do well because "Tony has developed a completely new technology for the game, with 4,096 randomly generated cities containing over 1,000 buildings each. You will be put in control of four droids, with which you must attempt to try and release the game's prisoners The game is due for release in April, so watch out for a review in next month's *Amiga Format.*

Crowther is back with the sequel to *Captive!* The audience waits with baited breath...

Coming attractions to an Amiga near you...

Spring looks like an exciting time for Amiga games, so here's the *Amiga Format* Diary of releases, just so that you know when and what to look out for...

Gunship 2000	MicroProse	March
B-17	MicroProse	March
Super Frog	Team 17	March
Chuck Rock 2	Core Design	March
Universal Monsters	Ocean	March
Arabian Nights	Krisalis	April
Frontier – Elite 2	Konami	May
Goal/Kick Off 3	Virgin	May
Hired Guns	Psygnosis	May


THALION

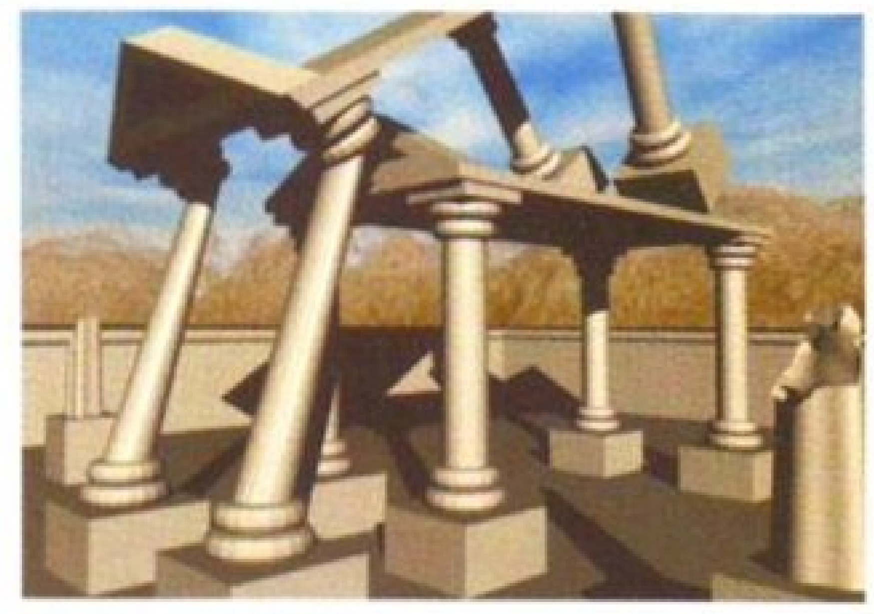
What goes on?

In the first of an occasional series in which we take a look at people from different walks of life who use their Amiga for professional work, we meet an astounding artist from Sheffield...

Phil Wolstenholme



Artificial Intelligence, for Warp Records, features some of Phil's other work for the label texture-mapped on to the walls.



More recently Phil has been doing a lot of animation, these temples move in a very interesting fashion indeed.

IT'S NOT REALLY grim up north, you know. It's pretty much the same as down south, only it possesses more latitude. But the north, Sheffield in fact, is where Phil Wolstenholme found himself studying Fine Art at polytechnic, during the mid-Eighties. Specialising in photography, Phil found that creating an image could take many days' work in the darkroom. But to create the strange and interesting composite images that were his distinctive style, the hours had to be put in to each individual print. Until, that is, he discovered computer-generated artwork.

A quick study of what each computer offered, and more importantly, what each cost, saw Phil investing in an Amiga 500 and a copy of DigiView after leaving college in 1986. "I didn't have any computer experience until I got an Amiga, I just got it out of the box and plugged it in," says Phil, disarmingly.

With money he received from the Prince's Trust and an enterprise scheme, Phil set himself up as a computer artist. It's a dream many of us probably share, but it was hard work and determination that saw Phil establish himself in the field. Because he wanted to work in the record industry Phil set about calling every band and record company he had heard of.

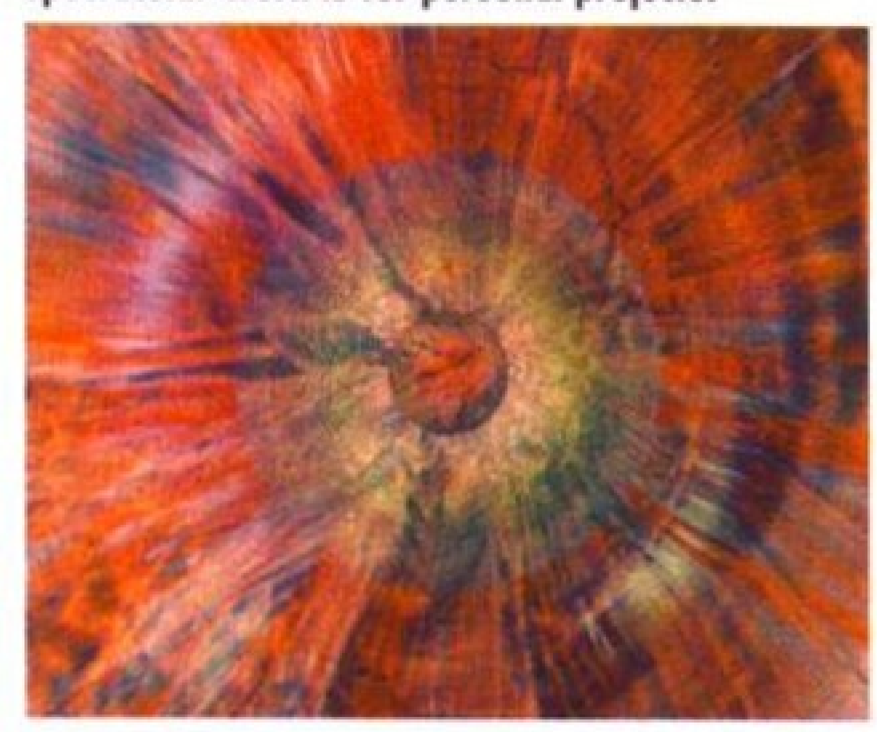
Eventually The Designers Republic used Phil's work on the cover of Pop Will Eat Itself's *This is The Hour, This is The Day, This is Now* album. Phil got more record sleeve work, leading to a portfolio that includes covers for Cabaret Voltaire, MC Tunes, 808 State, ZTT, Warp Records, and Strictly Rhythm.



Portrait of the artist: Phil in his Sheffield garret with some of the record sleeves he has created for artists such as MC Tunes and 808 State.



For his non-commissioned work, Phil prefers to create more organic pictures. Some of his most spectacular work is for personal projects.

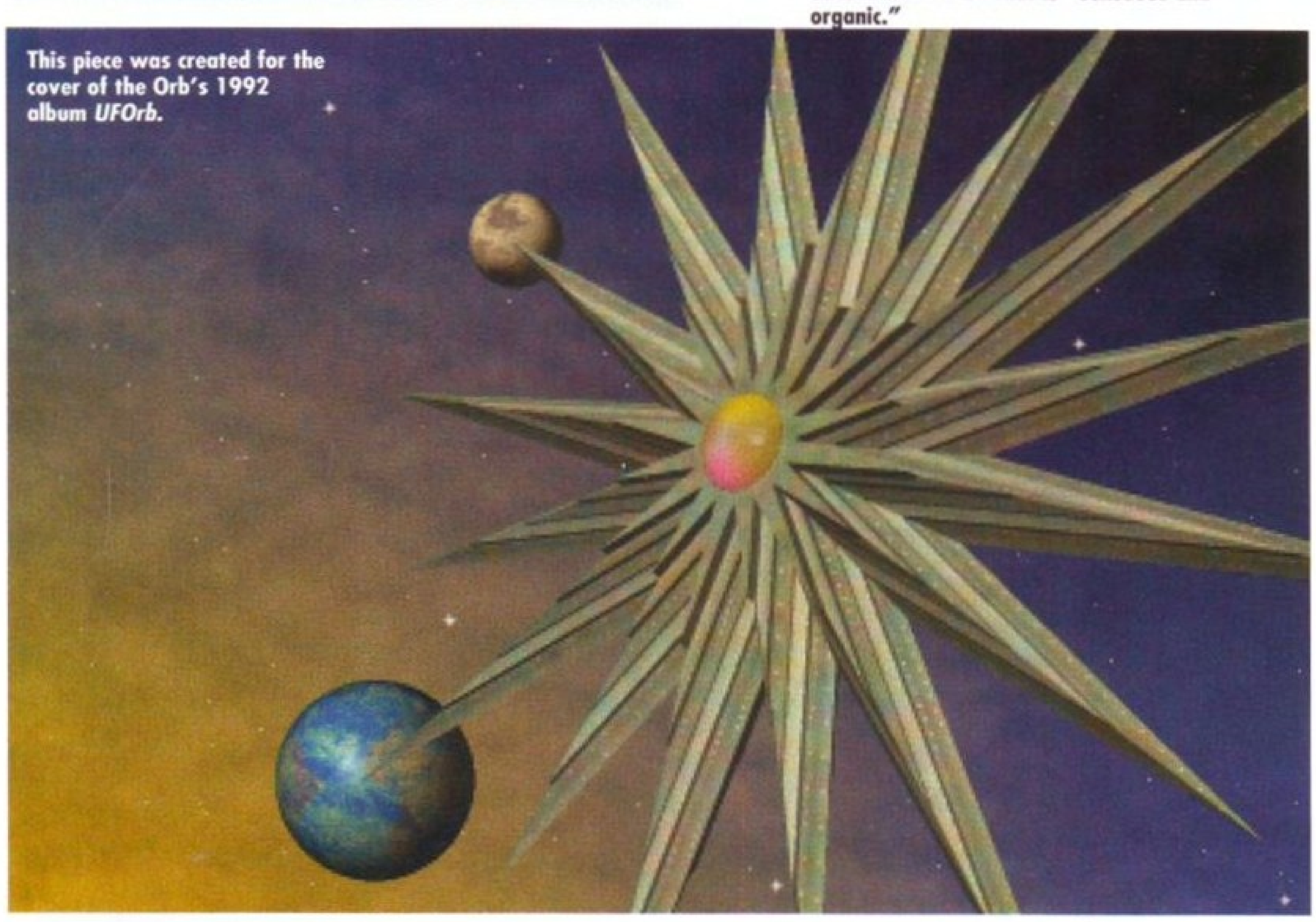


Phil is hoping to get an Arts Council grant to produce an animation that is "sensuous and organic."

Working mainly in *Imagine* and *Real 3D*, Phil's work is mostly 3D ray-traced, although he is becoming interested in animation. But Phil has become bored with much of the UK computer-graphics industry, and is tired of seeing too many copper lamps and juggling girls. "If there's anybody out their doing anything interesting, anything different, for God's sake please get in touch with me!" he pleads.

Phil is convinced his real future lies in California, where the remnants of the Sixties hippy ethic has left a computer industry awash with creatives and visionaries. "Take Virtual Reality, it's being wasted in arcade games. Why are people trying to re-create the real world inside the computer? It's all for defence purposes! We should be trying to program virtual environments that don't actually exist, we should be trying to create virtual surreality."

If Phil does go to California, and is given the budget to do something he finds "interesting, it will a loss to the UK but a gain for the computer graphics world.



This piece was created for the cover of the Orb's 1992 album *UFOrb*.

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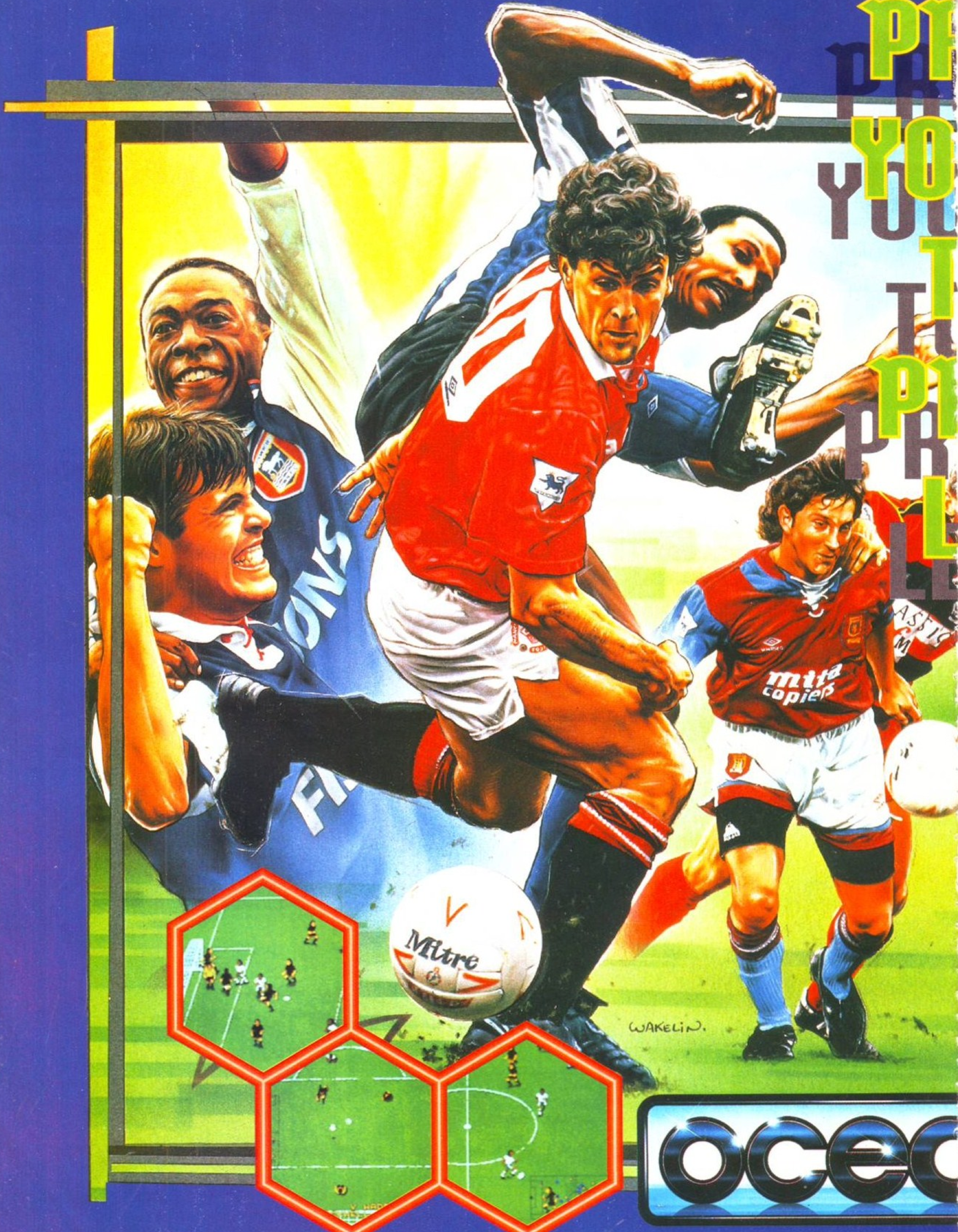
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What do we mean, Amiga Format is going live? That the world's best-selling Amiga magazine is turning into some kind of Frankenstein's monster?

Well, no. What we mean is that we've arranged a very special event this Spring for all Amiga owners. It's a computer show like no other, arranged exclusively for Amiga owners and inspired by the people who run Britain's favourite computer magazine.

What will be happening there? Well, first and foremost there will be stall after stall overflowing with great Amiga bargains - games, hardware, serious software, the lot. Just like in Amiga Format.

Naturally, because it's a live event that also means you can get advice and see products demonstrated by the people who make and sell them. Which makes life an awful lot easier. And that's as well as taking advantage of some very special prices.

So it's a great place to go shopping, but there's a lot more besides.

The Amiga Format team will be there along with a host of other Amiga experts, to have a chat,

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answer your questions and help you out with any specific Amiga problems.

A special Sound and Vision area will concentrate on Amiga graphics and music, and how they can be used in making your own videos. The experts from Camcorder Plus and Future Music magazines will be able to give you the benefit of their advice.

For gamesplayers, there's the Amiga Power arcade where you can see - and play - all the latest top game releases. And you can experience Virtual Reality for yourself, too.

The place is Wembley Exhibition Centre - a prestige central London site - and the time is Friday May 7th to Sunday May 9th. Much more has yet to be revealed about what new products will be launched at the show, and other special events, so keep an eye on the news pages of your favourite Amiga magazine.

But what's certain is that it's going to be quite an event. If you've got an Amiga, you really ought to be there. Make sure to get it arranged right now, and we'll see you there!

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Just what is multimedia?

YOU'VE HEARD ABOUT the latest revolution in computing. People are forever waffling on about linking the power of CD-ROMs with stereo sound in order to produce interfaced (here comes that word) multimedia extravaganzas So just what's it all about? What does it all mean to you? Isn't it all rather expensive? **Dave Reeder** and **Tim Smith** explore the longest lasting buzz-word in history…



Master the media



The A4000 is the perfect tool for multimedia, plus you get one hell of a lot of computing power...

THE DICTIONARY DEFINITION: Multimedia – the use of a combination of different media of communication (in eg entertainment, education); simultaneous presentation of several visual and/or sound entertainments. (From *Chambers English Dictionary* – 1991 edition).

Commodore's definition: 'the ability to input, create, manipulate and then output text, graphics, audio and video on one machine, using one user interface.' Marketing copy used at the launch of CDTV).

The person in the street's definition: "I think it's got something to do with CDs, sound, and er... CDs, and stuff". (*Person in the Street* – 1993 edition).

The above quotes describe the basic problem in what is potentially the most important advance in computing since the invention of the floppy disk: multimedia.

No one seems to have the vaguest idea of what multimedia should be.

So let's start with the basics. To be equipped ready for a foray into multimedia your Amiga has to be equipped with a CD-ROM drive.

There's been a lot of talk in ***Amiga Format*** about CD-ROM technology. Almost every month there's a juicy quote from a major industry figure or writer that seems to suggest that CD-ROM is the only way forward. This is because it enables you to store massive amounts of data (550 Mb on a formatted CD), so it makes the lives of software pirates hell (the cost of buying a read-write CD mastering system is enough to put most people off, and if you try to copy more than 550 Mb of data to floppy disks you're talking about £500 worth of disks).

> "CD-ROM is the only way forward, it makes the lives of software pirates hell, plus CDs are so much, much cheaper than cartridges"

CD-ROM also enables high-quality sound and graphics to be stored (8-bit, 24-bit, you name it, you can store it). And as the base requirement for multimedia, compact disc storage really does have it all.

So what else do you need. Well, if you take Microsoft's PC-orientated specifications as a starting point, after CD-ROM you need to have stereo sound reproduction and recording – the Amiga's got that; a Graphical User Interface (GUI), the Amiga's got that in the form of Workbench; a 32-bit processor (in the case of the PC, this means a minimum of a 486), the Amiga has this in the form of the A1200 and A4000.

So, multimedia might just look like a general description of the Amiga, and there's the point...

The Amiga was built exactly for multimedia. It has custom chips to take the pressure of work from the CPU (Central Processing Unit), an easily upgradeable operating system, standard hardware interfaces (though the lack of a built-in MIDI interface is a problem, as is the recent switch over to PCMCIA).

So far, the definition of multimedia appears synonymous with the description of Amiga. However, there are various properties that distinguish multimedia use from, say, desktop

HOW MANY CD-ROMS STYLES ARE THERE?

THERE'S SUCH A multiplicity of CD formats around at the moment, so here's a bit of jargon-busting. As with all industry shorthands, these terms are often used without precision.

All CD format discs look the same (with the exception of Sony's Mini Disc: a five-inch disc containing digital information that is played back via laser optics). Sadly, most of the formats are currently incompatible with each other, resulting in a fractured and undecided market. However, because all information can be held digitally, you can access across formats with some disks.

CDTV-compatible discs, for example, can read text files held in CD-ROM XA format, but you won't be able to run PC-specific CD-ROM applications using a CDTV. Yet it is only a combination of marketing and research and development costs that is holding back multiformat CD-ROM software and hardware. One company active in the CDTV world have already engineered multiformat discs, running graphics files from coexisting CDTV, CD-i and MPC formats.

Here, though, are today's players in the CD-ROM platform game:

CD (Compact Disc): unlike the computer disk (which is short for diskette), compact discs are 'discs'. They are also trademarked to the Dutch-based electronic firm Philips. CD is now widespread as the premier audio storage medium – we've seen them, used them – they also make very good beer mats.

Compatible with: CD+G – similar to audio CD in the way that data is stored but with a small graphical content only viewable via CD-ROM players. CD is also the generic term for the disc itself, in all these examples.

CD-ROM: (Compact Disc Read-Only Media, or, Compact Disc Read-Only Memory depending on who you believe). CD-ROM is largely a text-based storage system which is used for catalogues, newspaper back issues, trade reports and the like. Playable only on CD-ROM players. There is an upgrade with limited audio and graphic storage, this is called CD-ROM XA – CD-ROM Extended Architecture.



If you have an A500 Plus and you want to get into multimedia, the A570 CD-ROM is the one to go for.

CDTV: (Commodore Dynamic Total Vision). It now seems to be being redefined almost daily by Commodore. Standalone or Amiga add-on, it provides a low-cost entry into massive storage, fast access and combinations of graphics, music and text, though it sadly suffers from the market's preoccupation with FSFM video. Still, it's clearly the precursor to the now-certain CD-ROM-based games market, either via a portable Amiga or an Amiga-based console.



Commodore's CDTV Multimedia pack – all you need for most multimedia applications.

CD-i: The Sony/Philips multimedia (i for Interactive, and it is always a lowercase 'i' by the way) extension of CD-ROM. Technically superior to CDTV, it's driving hard into the PC world which ignores the user-friendliness Amiga users take for granted. Still too expensive to force its way into consumer markets. Similar technologies exist with PhotoCD (Kodak's digital photography storage system, based on CD-ROM) and Video CD which is Nimbus's (the UK-based CD manufacturers), recently-announced alternative to video tape.

MPC: Multimedia Personal Computer. An attempt at a standard proposed by Microsoft. It centres on a CD-ROM drive stereo soundcard (with a PC you have to fork out an extra £250 in order to get stereo sound), an 80 Mb hard drive, an Intel 486-processor and Microsoft's Windows. It's less a standard and more of a wish list for a PC configuration.

publishing, database management and the rest. Interactivity is the key here: the ability to control the two major information providers (audio and visual) using a single machine, the Amiga, while the process of information providing is going on. Boy, that sounds pompously technical, but it simply means with a multimedia set-up, you don't simply run a program from start to finish with maybe a few key presses, a mouse-click or joystick waggle to show that you were there.

True multimedia is open-ended, and much like a dictionary or encyclopaedia there is no true beginning and no true end; you wouldn't sit down and read *Chambers 20th Century* from start to finish would you? You would dip into it, and an ideal dictionary or encyclopaedia would enable you to add your own entries. Multimedia means that you get to control the way in which the program runs.

No matter what processor you use, running true multimedia applications can be extremely memory intensive. Here, the Amiga's true multitasking abilities make it the ideal machine; just compare your productivity with that of the PC owner who has had to upgrade to Windows (plus expensive upgrades to Windows-compatible software) in order to gain anything close to multitasking abilities.

Frankly, the PC cannot multitask, its operating system and architecture just aren't up to it; it can't run one program in one window on-screen, and then open another window to run another program – actually running two programs contiguosuly, at the same time, together. Not even the Mac can really do this. The basis for all of this talk of Amigas and multimedia of course is the transmission of information, or as it's become known, data.

BLIND DATA

In itself, data is worthless; it becomes valuable only when you place it in context and it becomes information. (Arsenal 2 – Bristol Rovers 4 is only relevant as information when you a) know this sentence is about football b) when you are interested in football or c) when you are not interested but know someone who is). Research suggests that you remember 20 per cent of what you see, 20 per cent of what you hear, 50 per cent of what you see and hear and 75 per cent of what you see, hear and do. So, when you think of the Amiga's ability to enable you to do all three its educational possibilities are incredible.

Given that a CD-sized disc can contain the same data as 640 Amiga 880K floppy disks or more than 80,000 single-spaced A4 pages, and that modern computing enables us to access data in a faster more streamlined manner, the developer of CD-ROM systems can now build more and more complex relationships between massive amounts of data.

Essentially, this means that we can build and work with software that enables us to make use of more complex paths through data. When travelling data-paths in this way, we are more likely to be able to turn the raw data into useful information.

For example: a simple data-path about a

Continued overleaf

MULTIMEDIA – DO IT YOURSELF...

WHAT IS THE use of multimedia to the Amiga user? Can you achieve anything here and now? Well yes, but you're going to need some software and hardware, and more importantly you're going to need an idea. What can you construct an interactive project around? Well, what about a TV show? A piece of viciously biting, fiction that wipes away the tedious dross you have to put up with from the tube most nights? Your first job is to think about the types of information about a hero (or heroine) you'd want to include. Shots of the main characters, certainly, plus some music, a bit of video, and some scene setting.

Firstly work out how you're going to create the more complex material, such as sound and pictures digitally. The music's easy using a program such as *Octomed.* Because music can be sampled (within copyright), recreated, remixed or encrypted as MIDI files it can be used on the Amiga with immense ease.

Text files, again, are easy – word processors are 10 a penny in the PD world. Maybe invest in a simple database to enable you to set up mug shots of all the characters. Perhaps the video element is too complex or expensive – genlock, digitising, video titling and the like – but you could easily import graphics from a paint/animation package or make use of digitised photographs by using something cheap and cheerful like VIVI Complete Colour Solution to create your own limited animation.

Lastly, you need to consider the main character pictures – again, these can be digitised or maybe you'll even have a go with a graphics package such as *Deluxe Paint IV* for a real artist's impression.



The VIDI Complete Colour Solution package is ideal for beginners to digitise images into their Amigas.

Keep the options open and think what the end result should be, rather than concentrate on the way to get there. Only when you're clear about what you want multimedia to do for you, should you decide to spend money on upgrading your kit and in which direction. So, to aid that process, here are some quick tips for thinking clearly:

- **Your major constraint is memory not processor speed – get more RAM.**
- **Work from a storyboard and flowchart to ensure you know the structure of your presentation.**
- **Don't get sidetracked by thinking all video images need a genlock – if you can live without overlaying Amiga-generated text on to video then save yourself some money.**
- **Don't be tempted to break copyright – you'll only be found out and then there'll be tears.**
- **Don't be over-ambitious. It's likely to be impractical to do more than the very simplest of projects if you don't have a hard drive – get a hard drive.**
- **Although you'll concentrate on those areas where you have most talent or interest, such as music, try to put an equivalent effort into the other parts – your project will be stronger and you'll develop new skills.**
- **At the start, get a good relationship with an established PD library for applications, instruments for sampling, copyright-free art and much more. There is more good material than you could use in a lifetime out there – finding it may take time, but think of how much money you could save.**
- **Look at any example of multimedia you can – how does it work? What's wrong with it? How would you make it better? Does it break new technical or imaginative ground? What can you learn?**
- **The key to all of this is to decide what you want to do first and go for it – if you can't afford the obvious solution, then think about other ways.**

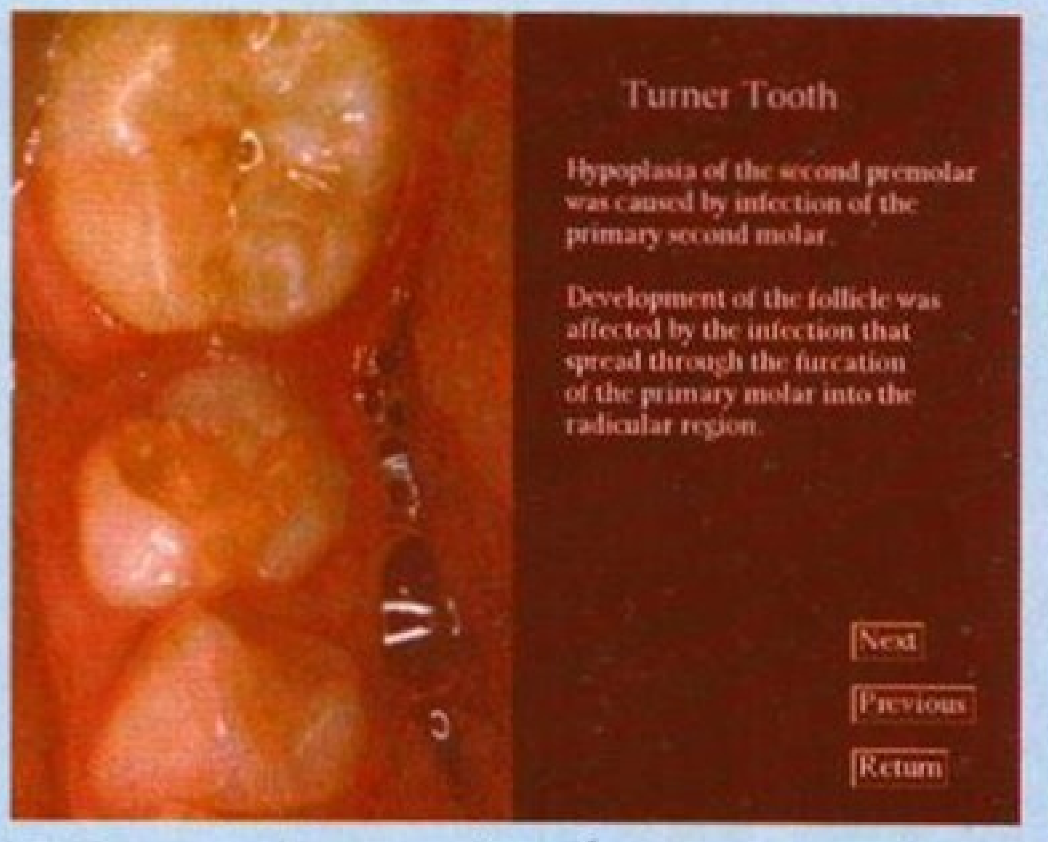


With *DPaint IV* you can draw and manipulate images using any Amiga. There's even an AGA version for the A1200!

Multimedia is about options – take them. After all that, load up your authoring package and read the manual. Ironically, the more time you spend thinking, planning and reading before you sit down in front of your machine, the better the end result. Of course, getting into multimedia takes time and money.

Here it's only possible to point you in the right directions, if you're a regular reader you have an advantage: check your Coverdisks for working versions of multimedia software (*Octamed, CanDo* and *Animation Station* for starters) and check the issues for full reviews of the packages that can only be touched on here.

If you think this is all out of your league, then think 'virtual reality'. You see, there's a school of thought that suggests that although virtual reality is an exciting concept, it's doomed to failure as long as it remains in the world of vector graphics. What it needs is real graphics mixed with audio and textual information, just like reality. And the best bet for delivering that in an effective manner lies in CD-ROM based multimedia. So why not create your own virtual reality!



CanDo was used to create this multimedia package: but surely you can create something more exciting?



The Sex Pistols at Wembley? Well, maybe not – but with your multimedia encyclopaedia you'd be able to double check!

well known subject such as The Sex Pistols might be as follows:

a) Formed in 1977.

b) Managed by Malcolm Maclaren.

c) Comprised: Glen Matlock, Johnny Rotten, Steve Jones, Paul Cook (later Sid Vicious).

d) Signed to Atlantic, EMI, Virgin.

e) Broke up 1979.

As a mass of data this is only of interest in passing. Stored on floppy disk, in a traditional database, you might be able to cross-reference some of the data (record label, manager, Johnny Rotten) but the work involved in doing so would be more than your time was worth.

A multimedia representation of this data on the other hand would enable you to call up pictures of all the band members, snatches of the music, and cross references at the click of a mouse-button. Unlike a traditional computer system, which relies on databasing up simple paths, multimedia enables you to construct complex routes into other knowledge from simple beginnings. It makes it all the more memorable by backing up the data with pictures, sound and additional references. In short, you are seeing, hearing and, to a limited extent, experiencing the data.

What this means is control – control over information. There is now so much information hitting you from every direction – TV, radio, satellite, on-line databases, Bulletin boards and newspapers. With data sources you can access yourself you can obtain data when you want it, you won't have to wait for the *News at Ten* or whenever – you're in control.

Imagine having an encyclopaedia/database/on-line system that can be updated regularly with the kind of data you want and, more importantly, that you need.

The arguments have been rehearsed often enough in these pages, but there is now an unstoppable force being unleashed by games manufacturers – the replacement of the floppy disk by CD-ROM. Partly to beat the pirates and partly to deliver added value, this year you'll see an explosion of original material released for the CDTV market.

Once that establishes a beachhead, watch out for serious software manufacturers releasing on the same format – a package comprising six disks with a 200-page manual will be replaced by a single CDTV disc, containing the application, the manual, interactive help files, plus other material such as clip art files, fonts, instruments and the like. Hello *OpalVision* CD. Hello *Wordworth* CD. Hello *Scala Multimedia 200* CD.

Where Commodore may have misplayed their hand over the last two years though, was in the positioning of CDTV. Launched as an entertainment-cum-information provider that had nothing to do with the Amiga, it was clearly ahead of the market – and it was clearly an A500 in a black box, without a keyboard or disk drive (and now you get these with the CDTV Multimedia pack). The Amiga side is beginning to receive a belated acceptance in recent pronouncements from within Commodore, who have realised they're the only manufacturer to offer both a CD-ROM based delivery system and a (in business terms) low-cost computer desktop and networking system.

> "Where Commodore may have misplaced their hand was in the positioning of the CDTV – it was clearly ahead of the market"

Commodore are predicting a growth in the whole multimedia market of 72 per cent a year for the next four years, they have opened up the whole market due to their release of standalone CD-ROM drives for the Amiga range.

Once the market wakes up to the fact that CDs can be packaged and mastered for about £1.50, there's going to be a torrent of the new titles (hopefully). As 'Industry' wakes up to the possibilities of multimedia and CDTV, new opportunities will open up for everybody; corporate databases comprising hundreds of images or fonts held on CDTV-compatible discs will be available to non-corporate graphic artists and desktop publishers. Watch out for interactive Amiga-based presentations in shops as a telling sign of things to come.

Shop window displays using Amigas and back projection will alter the look of the High Street. Shop or mail order catalogues will arrive in the post as CD-ROMs enabling you to view your future purchases on a computer's monitor. CD-ROM telephone directories linked to modems will give you cheaper, easier phone calls – and updating will be far easier because the print runs are cut down saving hugely on price.

Although the picture below was created on an Amiga using an *Opalvision* true colour card, the ordinary Amiga 1200 is quite capable of displaying such images.



Readers expecting a how-to multimedia tutorial may well be feeling confused by now. Why all this talk of business, training and CD-ROMs? It's simple really: what happens in other spheres of life has a tremendous impact on the Amiga world – what business demands from its machines, affects everyone, new music packages developed for the ST affects other formats, and the same is true for new desktop publishing software on the Mac: it's all one big chain reaction.

Multimedia is impacting (that's corporate waffle for 'is affecting') all those other areas, and opportunities are only going to be made the most of if Amiga programmers are aware of what's happening on other formats.

If you think that the end result of CDTV technology will be being able to load instantly a mega remix version of *Lemmings* with CD-quality sound, then frankly you're underestimating the capabilities that multimedia will bring. Although the basic technologies have been with us for some time, and are widely seen as useful and exciting for the future, the possibilities available now are also stunning, but they only make sense if you understand where the market is going. Hence this overview.

AND THE FUTURE IS?



Is a manic reworking of ***Lemmings*** all Multimedia has to offer? Read on to find out...

Raving about the wonders of CDTV titles such as *A Bun For Barney* (79 per cent in ***Amiga Format*** 39) isn't going to win thousands of new followers for CDTV; it's not exactly the sort of exciting, new, interactive title you've been waiting for, is it? And, to be frank, most of the other software hasn't been too dazzling either.

So, to most people it looks horribly like the wider multimedia possibilities are being sold short to Amiga/CDTV owners, precisely because most Amiga commentators are deliberately unaware of what's happening in other markets – PCs, Macs, business and the real world environment.

That's why Amiga enthusiasts can't understand why businessmen don't rush out and buy Amigas right now – because nobody has put the right argument forward for using Amigas in industry and commerce.

At present, the cost of incompatibility with PCs (business likes to see itself as a PC-only world, even if many of the PCs are outdated within four months of arriving on the desk) outweighs the ease of use and productivity savings that Amigas offer. Which is why you have the crazy sight of PC owners spending more than the cost of an Amiga to upgrade a PC to the Amiga's multimedia capabilities.

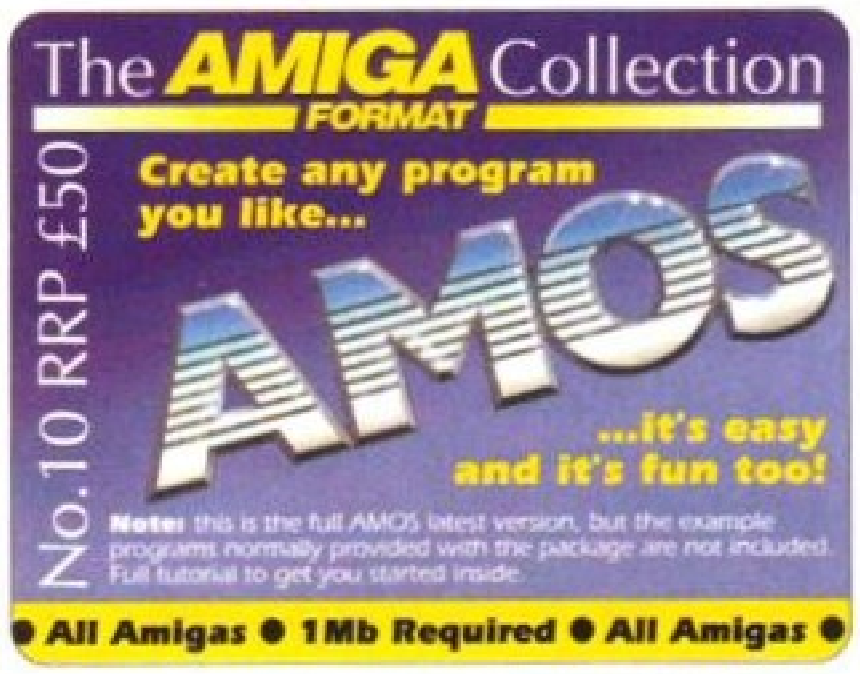
The world of CD-ROM is one in which the Mac has lead, the PC is now leading and the Amiga will have to catch up with, unless somebody can break the grip of ancient so-called industry standards or unless... well, unless the Amiga can create a new market

itself, just as Apple did with DTP on the Macintosh and NewTek did with video on the Amiga/Video Toaster.

There is such a market for multimedia out there and it's wide open... the musician in his (or her) bedroom with their Amiga, cheap sampler, PD software and a low-budget keyboard making a dance hit is already a cliche. Yet, for a little more outlay than it takes to simply output some vinyl, anyone could be producing their own multimedia material combining graphics (anything from PD images to video), audio and text, all held together by something like *CanDo* (reviewed on Page 124 and on the Coverdisk of *Amiga Format* 36).

Throw in a hard disk, some extra memory, maybe *AMOS* (again on an *Amiga Format* Coverdisk, issue 42) which you can use to create your own user interface, tailored to the specific program.

You could also direct your own film on a camcorder and digitise it for use within an Amiga multimedia package such as



If you want to get into programming easily, get *AMOS* from Europress via our mail order pages.

OpalVision or *Scala*. You can upgrade your keyboards and sampler, create graphics or animation, master it to video tape and create more than a hit single – you can make your own personalised piece of multimedia.

Then find your local bureau (look in the back of magazines such as the *Melody Maker* or *Future Music*) and you can master your work to CD. This is an increasingly low cost process for runs of a 100 or more – and you're suddenly a self-publisher.

If you start now, the next generation of players (and low-cost CDTV) will be here by the time you finish. So what could you do? How about giving that hit dance single an extra edge by adding a short piece of video footage of you and the band, include a pile of still photographs (you or some moody pictorial portfolio), song lyrics, MIDI files, whatever…

Or maybe try your hand at a real science project with film, your text plus full supporting documentation, still-images and a guaranteed top mark? Or maybe you know everything there is to know about salamanders and fancy putting together film, text, diagrams and sound effects of the jungle and a complete salamander colouring game? Or whatever!

The point is that the technology is here now; all that's holding multimedia back is a lack of imagination and the lack of knowledge as to how to make links between the various factors. Think for a moment about how high a pile of 600 disks is, and now think about the

continued overleaf

THE MULTIMEDIA PACKAGES EXPLAINED

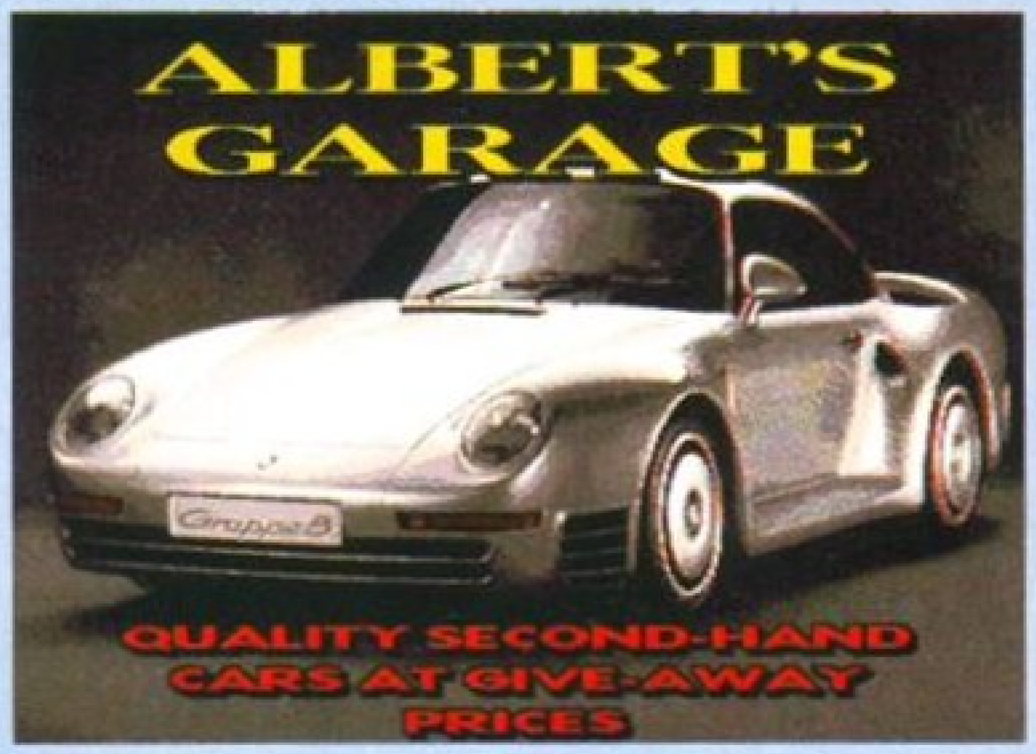
SPACE PROHIBITS MORE than a quick rush around the key multimedia software packages – check back issues or *The Amiga Format Special Complete Software Guide* for more details.

Software/hardware falls into four main areas: multimedia authoring packages, graphics applications, music applications and video applications. In addition, you will need to think carefully about your available memory – less than 1Mb? Think again! – and you need a hard drive. There are no real constraints across the Amiga range – except when your multimedia desires force you to consider add-on cards, SCSI interfaces, co-processors and the rest. Here, then, are some recommended packages:

AUTHORING SOFTWARE

The key to multimedia is the authoring package that enables you to create the script that will run your multimedia application. Characterised by ease of use, there isn't a great deal to choose between:

- Scala 500 (Digital Vision) – a kind of hi-res video/text system controlling high-quality slideshows with good text overlays.

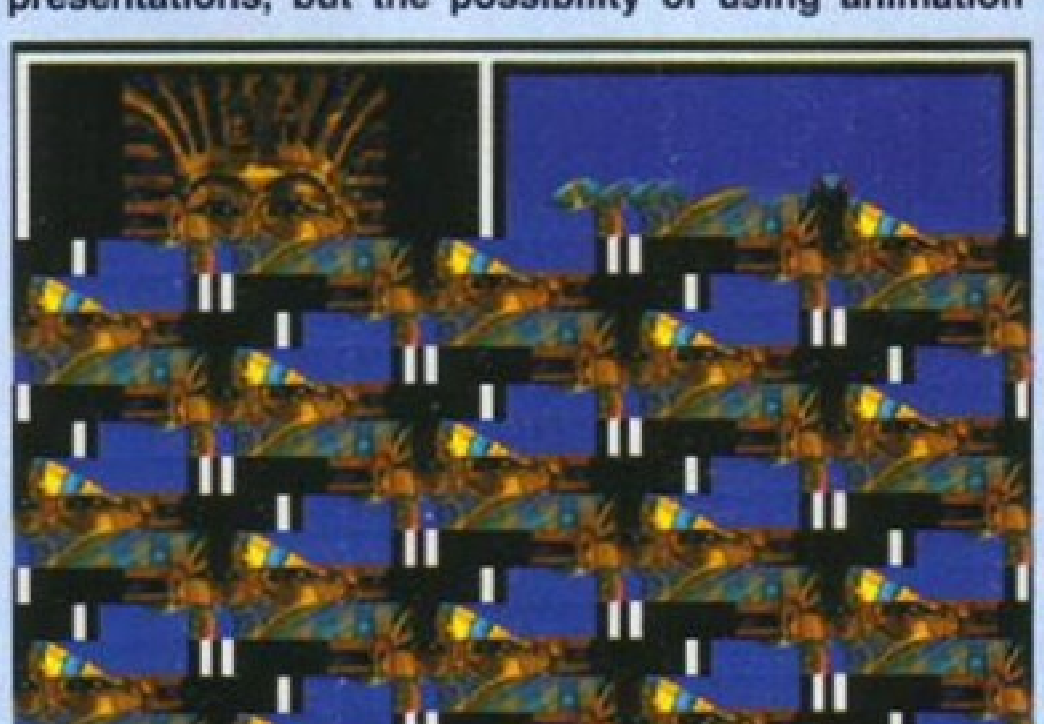


With an authoring package like *Scala* you can add sound and text to your pictures, and even produce your own videos!

- HyperBook (Gold Disk) – a version of Apple Computer's HyperCard system that enables you to display text and images with 'hot spot' links (you come across the word Guitar and click in on it and you are taken to a number of sub-references) between them, but offering no support for audio, music or animation.
- *CanDo* (Checkmate) – sophisticated sound and graphics control but its modular nature means lots of practice before you get stunning results that can standalone.
- AmigaVision (Commodore) – bundled with the high level machines, it offers great flexibility and performance; perhaps the best place to start.

GRAPHICS SOFTWARE

Any art package will be of use in preparing multimedia presentations, but the possibility of using animation also limits the choice. We suggest you think strongly about *Deluxe Paint IV* (Electronic Arts) – for sheer power and usefulness (drawing in HAM mode, for example).



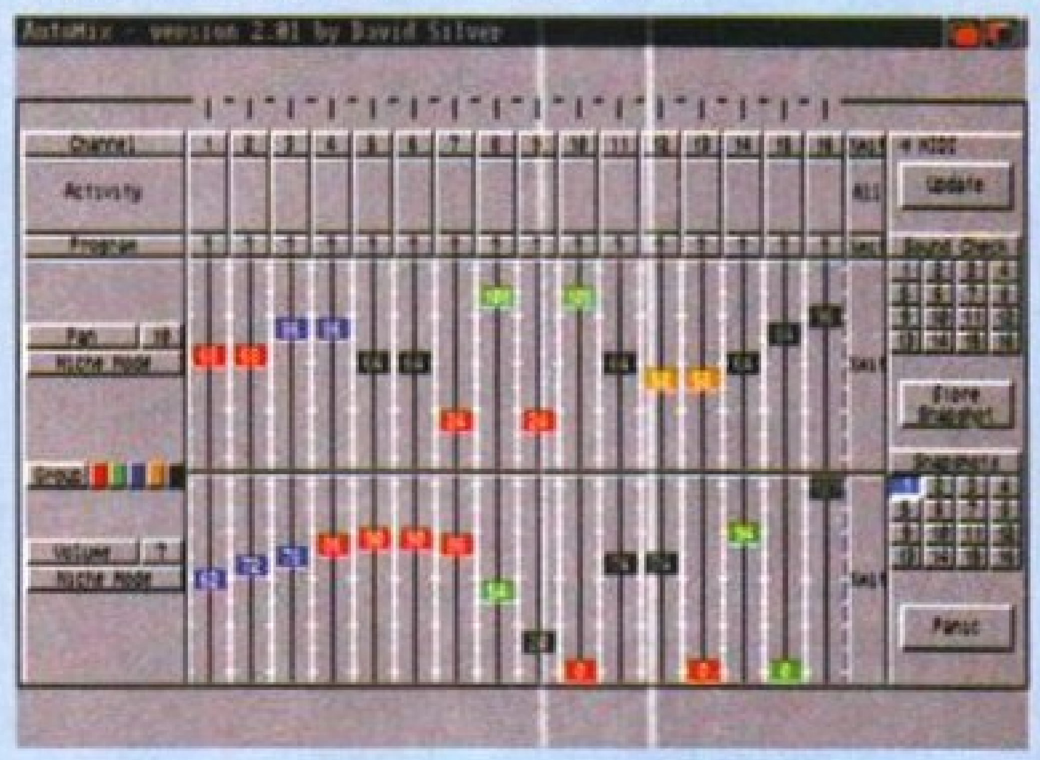
This is an example image from *DPaint IV AGA* for the A1200 – similar results can be had from the basic version.

- *Disney Animation Studio* (Amiga Centre Scotland) – is also a good tool. It has unmatched flexibility and performance (plus a keen price) which more than compensates for the package's slowness.

MUSIC SOFTWARE

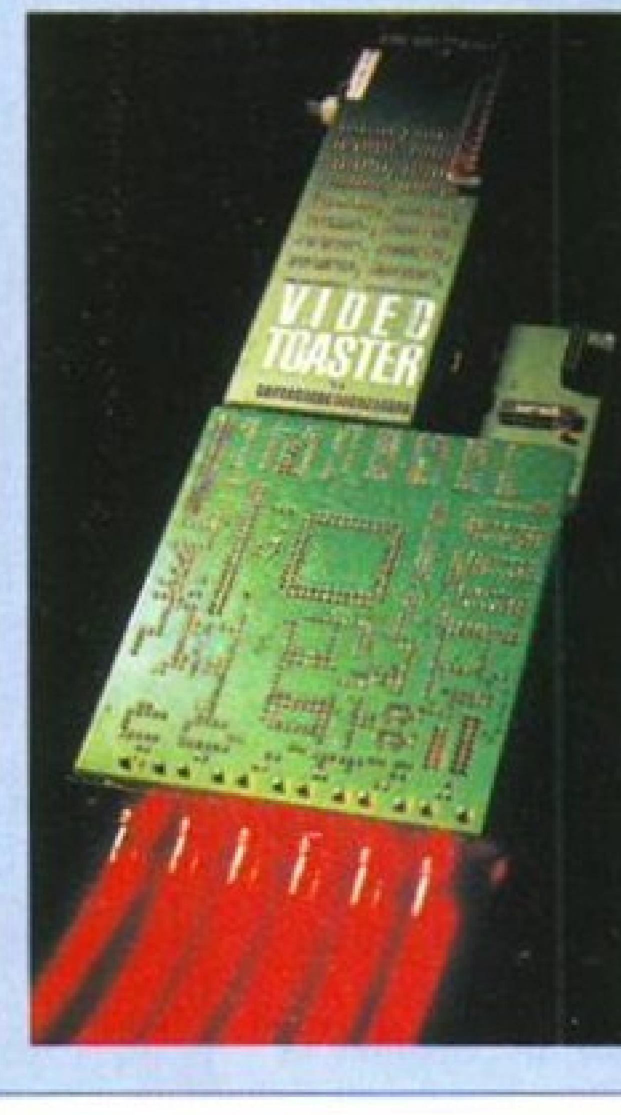
Here's your chance to go crazy with expensive add-ons (MIDI connectors, keyboards and samplers) or to exploit cheap PD-land (loads of sounds to manipulate). Try the following:

- *KCS Version 3.5 Level II* (Dr T's) – probably the best music package on the Amiga. It uses the Amiga's internal sounds as well as external MIDI instruments, and you can sync them all together.



***Dr T's KCS 3.5* is a professional-standard MIDI sequencer, but it has a professional price too – around £280.**

- *Octamed* (Amiganuts United) – 8-track tunes are no problem with this shareware package that outgrew *MED* (it's still available from PD libraries), Cheap, a devil to use, but great software with loads of compatible PD goodies.
- Video DCTV (Digital Creation) – an excellent compressed video display and digitising system giving broadcast-quality composite video signals at a non-industry price, that includes the ability to view any DCTV image in any standard Amiga package.
- Vidi-Amiga 12 (Rombo Productions) – as we said in December last year, 'the best value digitiser on the market'.
- Video Toaster (NewTek) – so hot it even has its own magazine in the States, this industry-standard video workshop is not yet available in PAL format. Shame.
- CP/10 (Satellite & Television) – near broadcast level, RGB to PAL encoder for composite video at a knockout price. Finally don't forget PD libraries – there are loads of useful things, apart from just sounds, graphics and fonts.



The Video Toaster card gives American Amiga users broadcast-quality video features – but will there ever be a PAL version?

size of one CD. That's what Almathera did, and just look at the sales of their very useful, but hardly groundbreaking *Fred Fish* PD disc for CDTV. After all, that's just the beginning of the possibilities that the storage medium makes available.

If you've never been competent enough to write a demo of the sort that have made coder groups famous, there's now an even more impressive and advanced technology available that will enable you to make multimedia presentations more easily. And converging technologies means that a vast new market of people hungry for CD-ROM product is about to open up. Whether they're coming from business or graphics, video or music, information or creativity, users can sense that an exciting new world is about to unfold.

Vast quantities of data (information if you like), held or converted digitally from other sources are suddenly going to be available to you. Amiga users have a perfect opportunity to re-order some of that data to make a real difference.

The hardest burden the creative person suffers is the difficulty of getting material published or released – if you can do it yourself with the help of multimedia, then who knows what may happen? Of course, technology is an unpredictable beast and may go off in new directions, but even these may provide the same opportunities. Cameras that store images digitally on discs could become part of people's 'everyday technology'. Certainly, what will happen is an increasing ability to control your environment, entertainment and information digitally.

It's all going to come together at some point. It's possible to predict confidently that, within the next two years (at the very outside), everybody is going to be using CD-ROM technology, or have it affect their daily life in some way.

People will be able to sit at their hi-fi systems and deliver multi-functional audio programming, enabling you to watch picture, and sound-perfect, movies stored as CDs. CD will also allow you to play games of new depth and subtlety, and enable you to distort and control digital images (photos, perhaps, or music via MIDI files) and this will make you hungry for new combinations of digital material – everything from encyclopaedias to polemics, entertainment to politics, any of which you will be able to retain and reorder just as you wish.

As Amiga users you're perfectly placed to capitalise on these possibilities.

WHO IS USING IT?

Try this for one of those classical paradoxes… because Amiga-based systems are not perceived as an industry standard, there is a lack of enticing stories from users that show how dramatic the possibilities are… and because there aren't many strong user stories, there's an increased perception that the Amiga isn't in fact a worthy business machine. Still, here are four examples of real-life multimedia, Amiga-style.

Providing quick, accurate information of your product line is the key to marketing survival. Specialist wine merchants Heyman Brothers exhibit extensively at wine fairs and so they needed an accessible way of displaying their comprehensive list of wine imports.



The Amiga is an excellent business tool, and multimedia packages like *Scala* is one of the tools wine importers Heyman Brothers use to get information across to clients.

The answer? An Amiga 3000 running a multimedia display of scanned wine labels, vintage and supplier information, developed using *Scala* and a graphics scanner. It's ideal for the browser at a trade fair. The rest of the company's finances, DTP and stock control systems also run on Amigas.

> “It's possible to confidently predict that within two years (at the very outside) everybody is going to be using CD-ROM technology in some way in their daily routine”

Then there's – VISTRAIN – which won a Europe-wide award for the most innovative and cost-effective multimedia application of training technology.

It's an interactive crowd-control simulation, and it uses existing video footage of crowds at major events. The Scottish Police College uses it to train senior police officers in crowd control. At the heart of the system is an A3000 connected to an audio network for replay purposes, plus a network of A2000s, each representing a different view of the crowd. It creates exactly the same conditions you could expect at a real-life police crowd-control centre and, more importantly, the simulation is going to help save lives.



Just goes to show that Amigas can be used for almost anything – the Scots train their police force crowd control techniques using an A3000!



Aircraft simulation has long been the point at which serious game fanatics and corporate accountants meet. The search has long been on for a cheap, more reliable alternative to the huge mainframe-based flight sims used by big companies to train their people. For British Aerospace, that search led to the Amiga 2000. BA uses more than 80 of them to create an electronic classroom in which engineering trainees can dismantle and reconstruct a Tornado. Interactive by nature, the system delivers high-quality graphics with animation, digitised sound and text.

Finally, there's the all-singing, all-dancing Medic Media service, delivering closed-circuit news and entertainment to over 60 hospitals, many of which get personalised service with specific announcements and hospital maps.

Text and graphics (courtesy of *Deluxe Paint IV*) are, of course, courtesy of a whole pile of Amigas – centrally controlled from a tasty A2000 with a 50 Mb drive, 9Mb memory, 8Mb of fast RAM, 40MHz accelerator card and, just for luck, 32-bit memory. In each hospital, an A2000 with 4Mb memory, and a 40 Mb hard drive, controls a number of remote colour monitors.

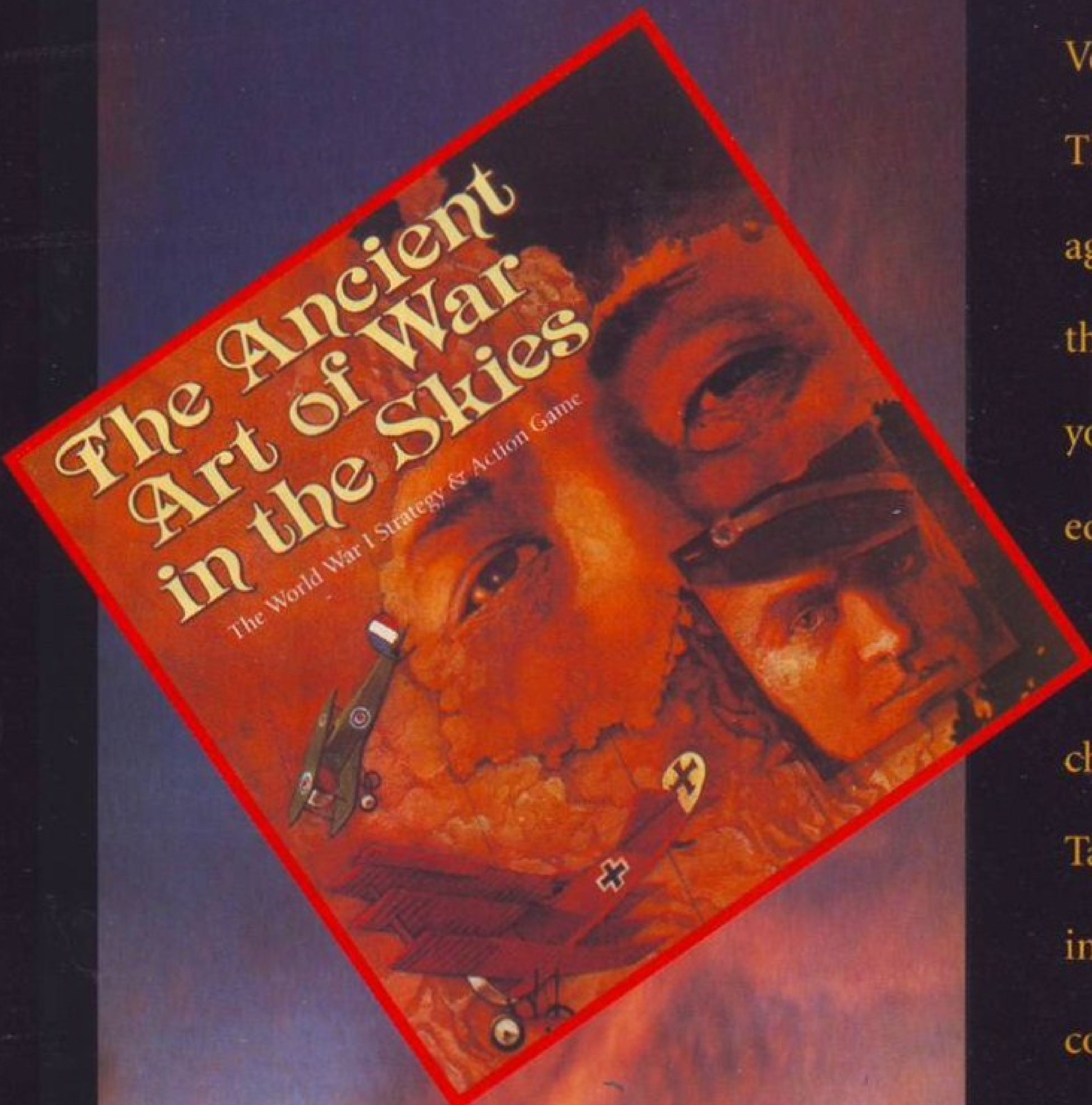
On a broader canvas, you can see some seriously interesting applications that are pushing the general acceptance of multimedia in business. Applications such as the museum guide where you can call up video footage of works of art, walking round and approaching them while other Amiga-created windows provide information on the artist or photographs of other works plus, of course, reams of background material, maps of the museum and so on.

Or take training as a clear example of business needs dictating technological possibilities. Distance learning – interactive learning using computers and video – is currently big business.

Basically, multimedia is capable of far more than the current success stories suggest. The shift in perception and technical dedication between the first generation of CD-ROM titles, such as the important archive microfiche sets of *The Times and Sunday Times*, and the new generation of CD-ROM titles such as *The Times Network's Changing Times* – 200 years of history from 7,000 articles, thousands of photographs, maps, hand-written letters and more – is stunning.

The word multimedia has been around for too long; and though there are some promising multimedia packages: everyone is still waiting for that gobsmacking piece of software that isn't a dictionary or encyclopaedia; something that will affect as many of your senses as possible. The wait is on… AF

Time flies!

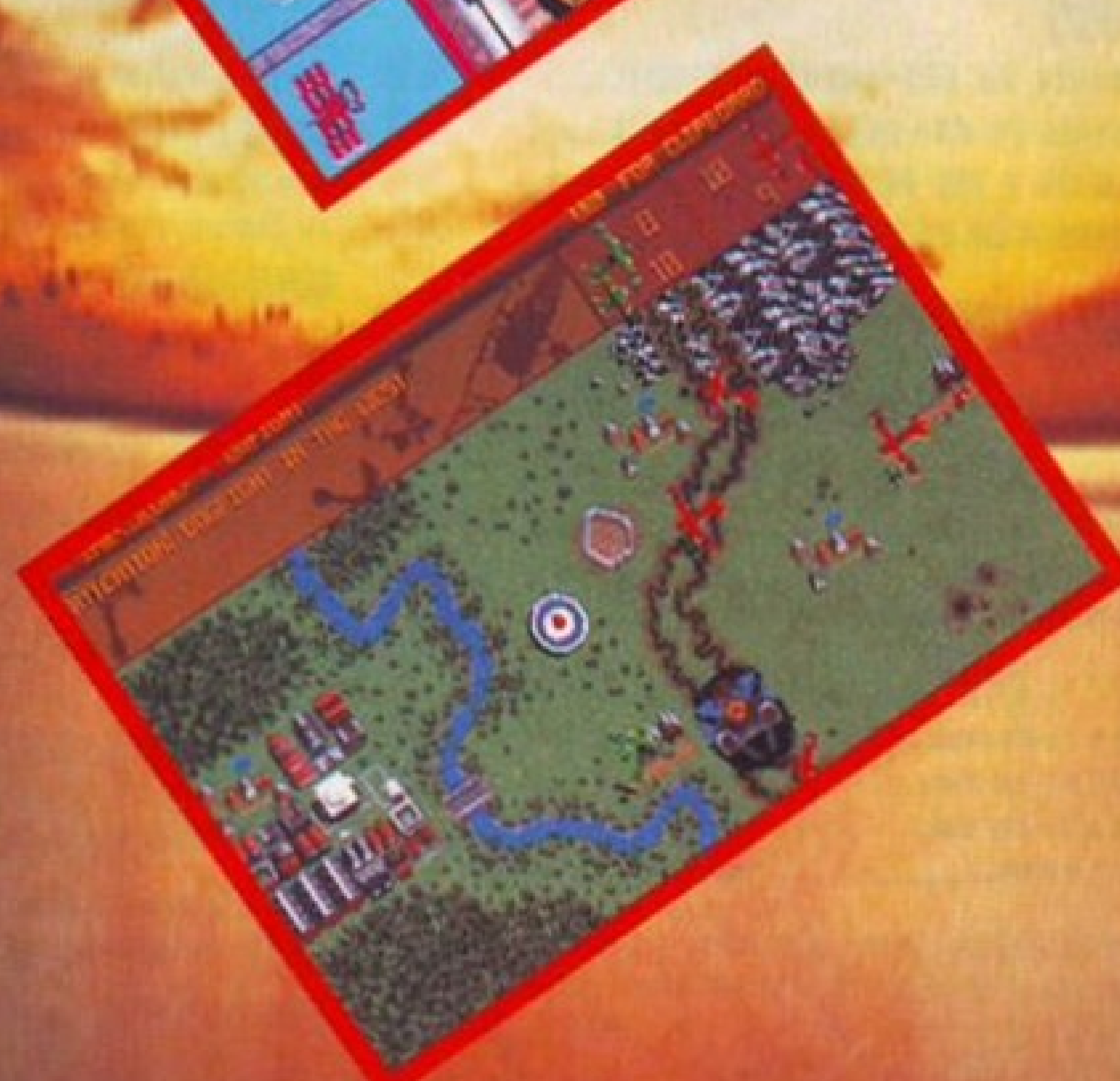


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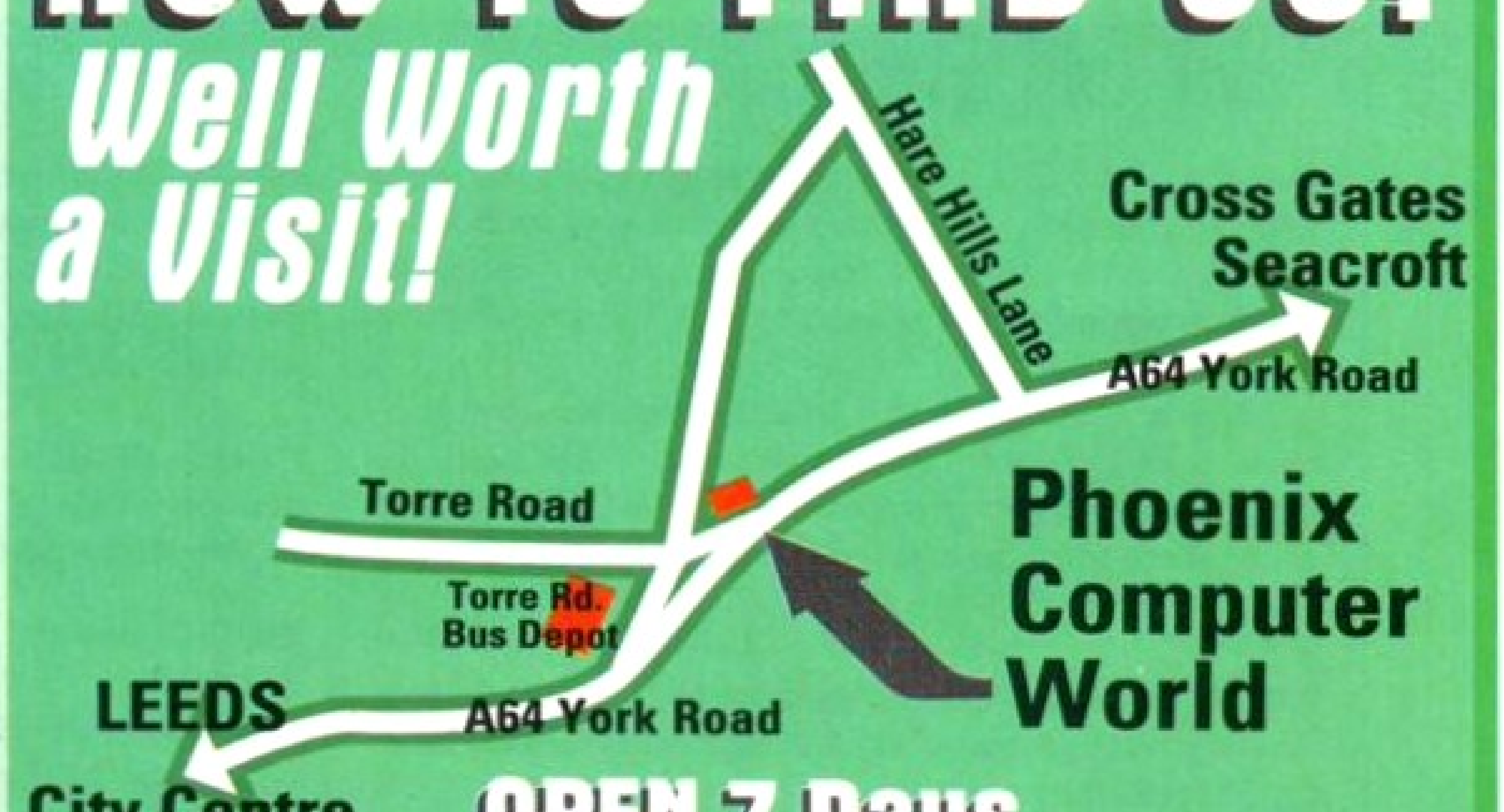
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Can PCMCIA cards say more about your Amiga 600 and 1200 than disks ever could? **Richard Baguely** examines the virtues of the new, sleek peripheral...

PCMCIA – the new flexible friend



A fistful of dollars is all very well, but a fistful of PCMCIA cards could be far more useful for you and your Amiga.

COULD PCMCIA CARDS be the next great leap forward in connecting peripherals to your Amiga? Well, there are plenty of good reasons why they could be just that. They are compact, easy to use and can be swapped without having to reboot the machine. And given the card and the right driver software, you could connect anything from extra memory to massive hard drives to the slot.

The PCMCIA standard is not dependant on the machine, so in theory you could use these devices on different types of computer. Slots are now beginning to appear on portable PCs, and Amstrad's latest notebook portable has two slots, so you could also use a card for exchanging files between machines.

Well, that's the theory. At the moment, the only cards readily available for the Amiga are memory and pseudo disk. Numerous companies are promising cards ranging from SCSI interfaces to fax/modems, and some are nearing completion (see 'Coming soon to a slot near you '). However, it's going to be a few months yet before PCMCIA really takes off.

While many of the peripherals will be aimed at PC users, with the growing number of A600 and A1200 users with the slot, the developers should start writing suitable drivers. A quick note of caution though: because the standard is still relatively new, there's no guarantee that all cards will work with the Amiga. If you're thinking of getting one, make sure you check with the manufacturer or retailer that it's been tested with your machine before you buy.

There are now two types of card available: fast memory and Static RAM (SRAM). The former acts as part of the Amiga's fast memory, and can be used by programs the same as any other type of memory. Just plug it into the PCMCIA slot when the Amiga is switched off, and turn on. It can't be removed while the computer is on, but otherwise, you can just forget it's there. These are available in sizes up to 4Mb.

The RAM disk cards contain battery-backed Static-RAM memory, and can be used as either system memory or pseudo disks. Before use they must be prepared and formatted, using the *PrepCard* program in the Tools drawer of Workbench 2 and 3. The maximum size for this type of card is, at present, 4Mb, although Mitsubishi are predicting disks with over 10 Mb by the end of next year. For the moment, these cards are extremely expensive compared to floppy or hard disks, but they could be useful for larger files, and prices will fall dramatically as manufacturing costs drop.

Other types of cards (Electrical Erasable Programmable Read Only Memory, FLASH and One Time Programmable) are available, but these cannot (at present) be used on the Amiga, since it only supports the SRAM and DRAM types.

So how do you use these cards? If you're using the pseudo-SRAM cards (supplied by ZCL – 4Mb for £199, or Silica – 4Mb for £179.99), all you have to do is stick them in the slot and turn the machine on. This is because they are auto-configuring, which means that they automatically fit themselves into the Amiga's fast memory

For the SRAM type (supplied by ZCL – 1Mb for £179.99, or Phoenix – 4Mb for

JARGON BUSTING

PCMCIA: Personal Computer Memory Card International Association. An organisation that was founded in 1989 to define standards for use in memory cards. All of the main electrical manufacturers are members of the PCMCIA.

The standard that the PCMCIA defined covers all aspects of the electrical connections of the card, the file formats of data held in the card and the way in which the computer talks to the card. The current version of the standard is 2.0.

DRAM: Dynamic Random Access Memory. A type of memory which requires refresh signals at regular intervals, supplied by additional circuitry.

SRAM: Static Random Access Memory. A type of memory which does not require the refresh signals associated with DRAM. However, it is slower to access than DRAM. The contents of this type of memory can be retained by fitting a small battery.

Pseudo-SRAM: Pseudo Static Random Access Memory. This is DRAM with the refresh circuitry built in, which can be treated as if it were SRAM.

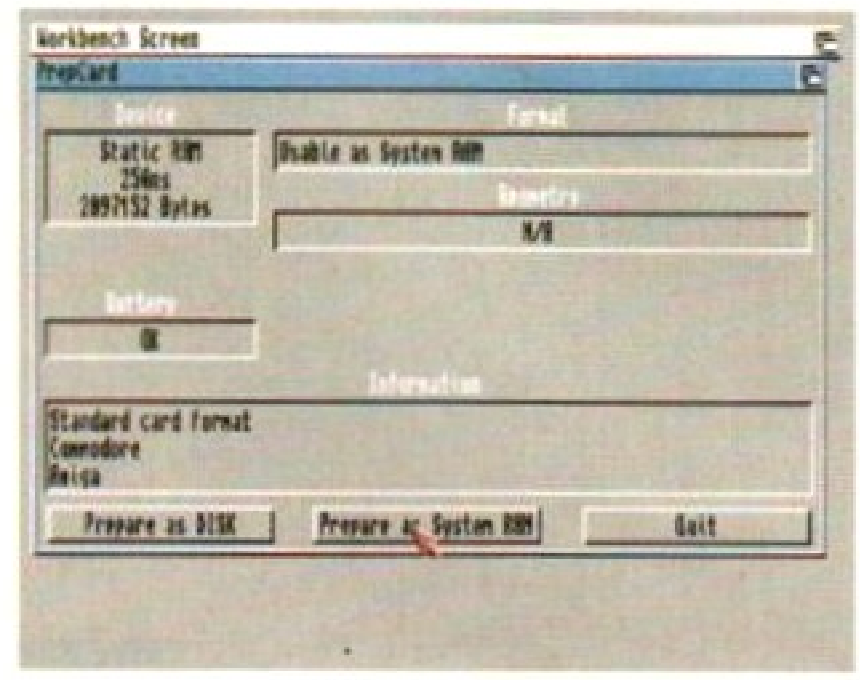
JEIDA: Japan Electronics Industry Development Association. Earlier version of PCMCIA. If a card is compatible with JEIDA 4.01 standard and it's an appropriate type, it can be used in an Amiga PCMCIA slot.



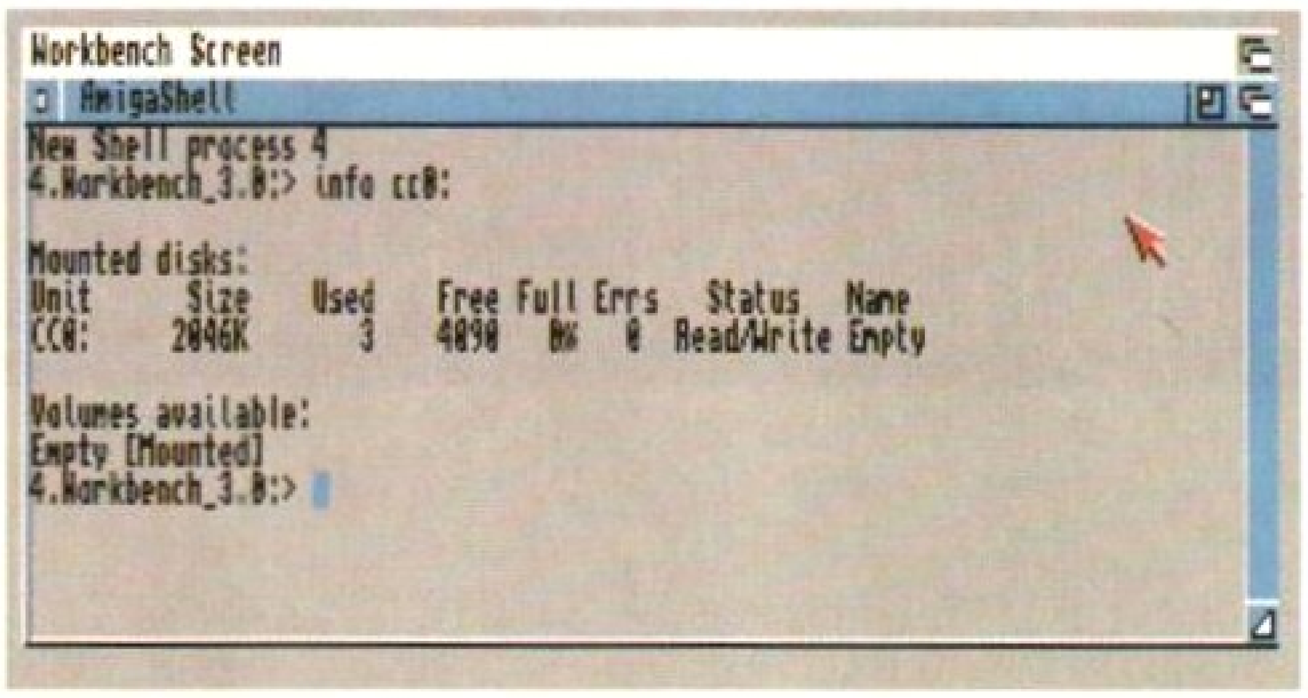
CARE FOR YOUR CARD

Although PCMCIA cards are pretty tough, they do have to be treated with a degree of respect. Like all electrical equipment, they're sensitive to excess static, moisture and shocks. So don't drop, bend, wash or rub the cat down with them. Inserting the card into the slot is sometimes a bit difficult, since the slot can be stiff if it's not been used much before. Don't force the card in!

A gentle side to side wiggling motion often helps, and the slot gets looser with repeated insertion and removal. There's no way of checking if the card has been completely inserted, and it only goes approximately two thirds of an inch into the slot.



A card being prepared as system memory in *PrepCard*. Quit, reboot, and loads of memory!



A PCMCIA card in action. It's been configured as a disk, and as you can see, it can be treated like any other device.

£199.99), a small amount of preparation is necessary, using the program *PrepCard* in the Tools drawer of Workbench 2 or 3. Launch the program and then insert the card and some information about the size and type of the card should appear. From the *PrepCard* program, it's possible to set up the card as either a pseudo disk or fast memory.

If you set up a card as a disk, once prepared it can be used as any other disk device. It can be taken out, reinserted or transferred to another machine. *PrepCard* sets the device name to CC0: and the disk name to Empty, but it can be renamed or re-formatted in the same way as a floppy disk. It acts just like a large floppy, although it's somewhat faster. A quick check with Sysinfo reveals that data can be read from and written to the card faster than 2Mb per second, compared to less than 100K per second for floppy disks.

Another great advantage about PCMCIA is that you can even boot from one of these cards. Use *PrepCard* to set it as a pseudo disk, install Workbench on it and copy over the relevant files. Reboot, and hey presto, one Amiga with an incredibly fast system disk and a free floppy drive. This is a rather expensive way of doing this at the moment compared to buying a hard disk, but as the prices of these cards fall and the sizes grow, this could shortly become a realistic option.

Setting up the card as fast memory is also pretty simple, but you do need to reboot the machine. Just click on the appropriate button in *PrepCard*, and the screen should change to reflect the status of the card. Exit the program and reboot the machine, and the amount of free memory should have increased by however many megabytes are on the card. Given that the card is now part of the Amiga's memory, it shouldn't be removed, and doing so causes the machine to reboot, consigning everything you've been working on to the great trashcan in the sky.

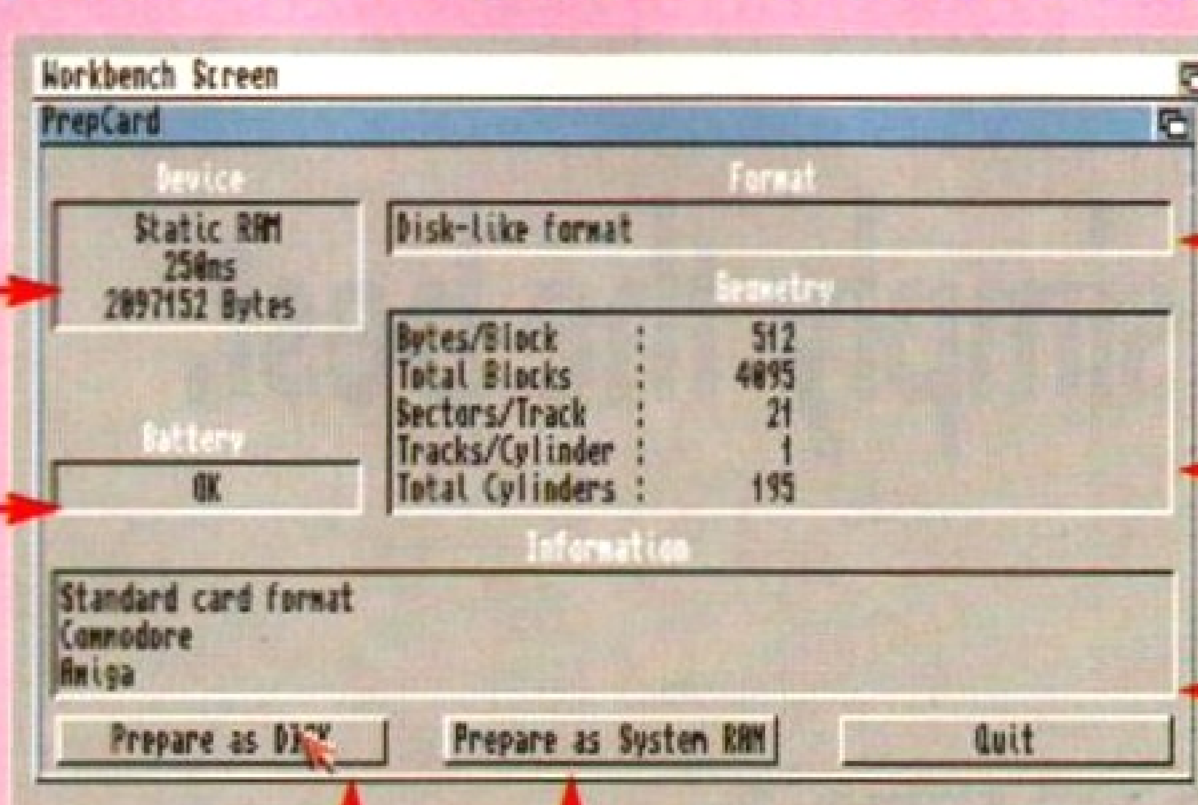
At the moment, using one of these cards is not a realistic option, except for a few specialised applications. The price of the cards is in no way competitive compared to other media, and the presence of only one slot could be a problem. However, the price of the cards is falling fast, and they are getting bigger and faster. It's a technology that's still in its infancy, and the future looks bright.

Remember all of that hassle with peripherals which wouldn't work on the A500 Plus or the A600? If the PCMCIA standard takes off, all that could be a thing of the past, and all the signs are that it is on its way to becoming established. Most new PC laptops have a slot and many developers are now working on either creating new PCMCIA products or adapting existing peripherals.

It's a similar situation to when the memory expansions for the A500 were in their infancy. In the beginning the 512K expansion cost approximately £125. Now, you can pick one up for about £25 and £125 should get you a couple of megs.

All the signs are that PCMCIA cards will probably go the same way. They're not likely to replace floppy disks, but it'll soon become the best way to add memory or peripherals to your Amiga. AF

THE QUICK GUIDE TO PREPCARD



Type of card, access speed (in nanoseconds) and size of PCMCIA card.

State of battery used to maintain memory when not plugged in.

Format of disk: can be either pseudo disk or system memory.

Geometry of disk: how the disk is formatted into blocks and sectors.

Information: identifies this card as having been prepared in an Amiga.

Prepares the card to be used as a pseudo disk.

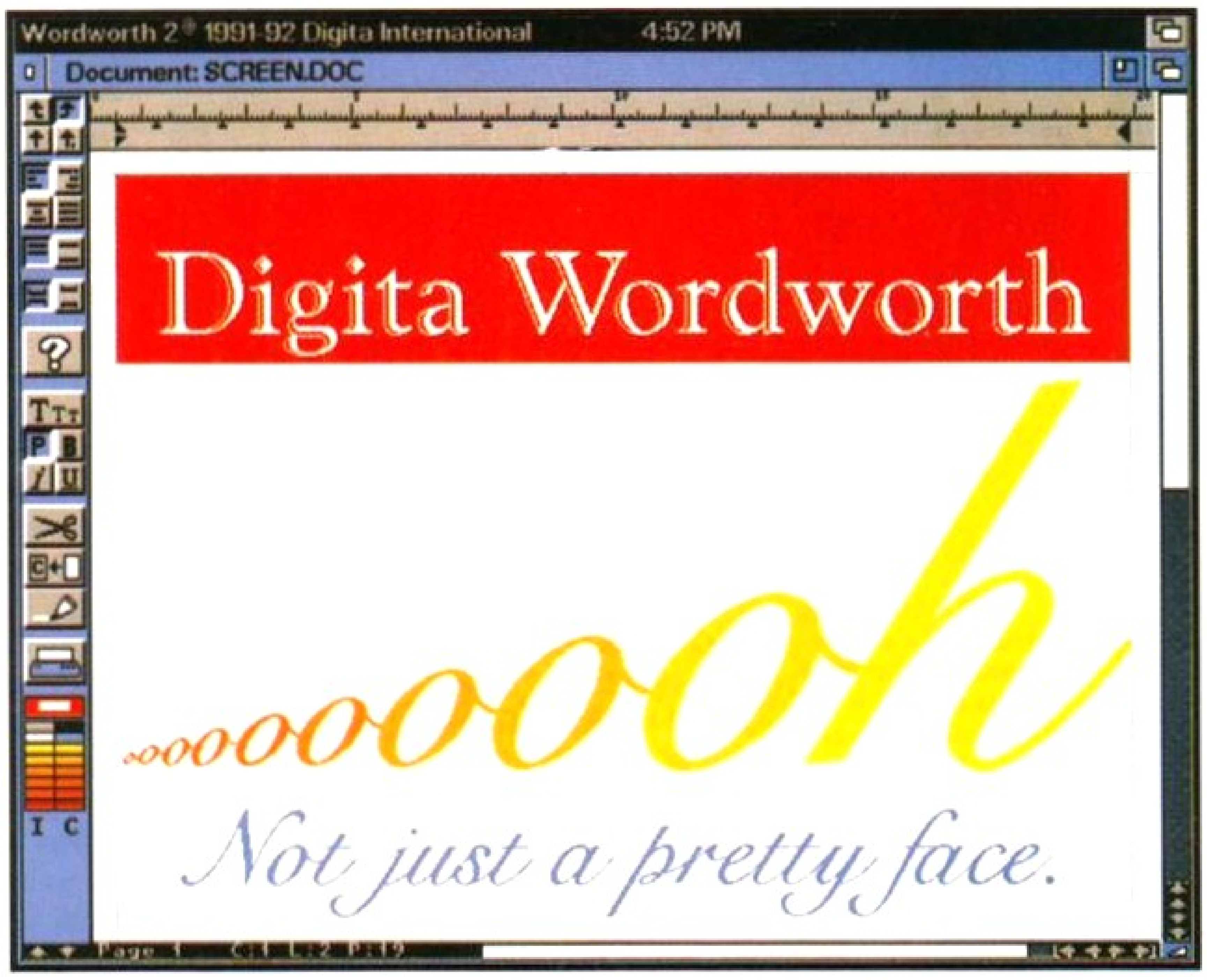
Prepares the card to be used as fast memory.

COMING SOON TO A SLOT NEAR YOU

Many companies are working on cards, and there's a general feeling that it's a good standard which will become widespread. Mitsubishi currently have a fax/modem card in preparation which will offer V22bis speed and V42bis data compression. Fax send and receive capability is also built in.

Drivers for the Amiga are being prepared for this card, so it should work with programs like *GPFax* and *NComm*. ZCL also have a number of cards on the way, including Ethernet network adapters and SCSI-2 interfaces. They are also working on an expansion card to enable more than one PCMCIA card to be plugged in at the same time.

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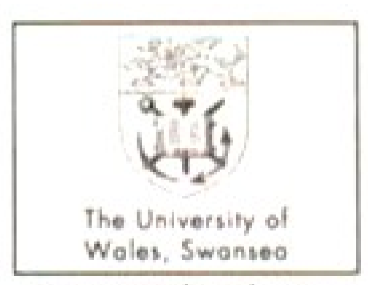
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After reading all about the wonders of PCMCIA cards (turn to Pages 38-39 now if you haven't), you are probably itching to get your hands on one. So **Amiga Format**, in association with Mitsubishi, are offering you the chance to win one of five magnificent memory expansions for your A600 or A1200...

MITSUBISHI

worth £1,000



If you can fathom what PCMCIA stands for, then you could win some Mitsubishi expansion cards. Very much like these in fact.

Pick a card!

HOW TO ENTER

Simply write the answers down on the back of a postcard or stuck-down envelope (not inside it) along with your name and address, then send it to:

Slot-filler competition
Amiga Format
30 Monmouth St
Bath
BA1 2DL

To reach us before 18 April. Please do not enclose any other correspondence with your entries, since this will probably get lost somewhere in our complex filing system.

THE RULES

Employees of Future Publishing and Mitsubishi are not allowed to enter (but drivers of their cars can). The editor's decision is final. No cash alternative will be offered.

Entries will be drawn from an empty beer keg after the date of closing and the first correct entry drawn will win the 2Mb card, and the next four will win 1Mb cards. No cash alternative will be offered, but we do reserve the right to offer an alternative equivalent if the prizes named are unavailable.

HAVE YOU EVER wondered, as your mind wandered away from the latest master blaster from Team 17, what the hell that slot on the left-hand side of your Amiga is meant for? (Sorry I'm afraid we're only talking to A600 and 1200 owners here.)

Well if you have pondered about this - and even if you haven't but you are now - then this could be your chance to find out, first hand! Mitsubishi are giving away, in this fabulous ***Amiga Format*** competition, a 2Mb SRAM card and four 1Mb Cards (worth a massive £1,000) in this mind-numbingly easy competition. These cards can be configured to run either as extra fast memory, or as removable pseudo disks – and if that lot confused you, turn to Pages 38-39 for a full explanation.

Simply answer the following questions and if you're lucky you could have what it takes to fill that embarrassing hole on the left-hand side of your Amiga.

1 What does PCMCIA stand for?

A Please Call Me Concerning Internal Architecture
B Personal Computer Memory Card International Association
C Patrick Can Meet Carol In Arbroath

2 What is the memory capacity of the biggest Mitsubishi SRAM card being given away?

A 22.5K
B 2Mb
C 8 gigabytes

3 What is the new Amiga Format staff writer's name?

A Joseph Stalin
B John Major
C Richard Baguley



Award winning innovative products from

Scanners

"If your in the market for a hand scanner then forget the rest and get Powerscan"
Amiga Format July 1992

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v3.0 Upgrade (inc. interface).. **£49.95**
v3.0 Software upgrade for Power Scanner users (send SAE) **£15**

Epson GT-6500



- 600 DPI Colour flatbed scanner
- 24-bit colour
- Software included

GT-6500 inc. Powerscan v3.0 .... **£799**
GT-6500 inc. ASDG Software............ **£899**
Transparency Adaptor Unit.............. **£499**
Document Feeder.............................. **£399**

Epson GT-8000

- 800 DPI colour flatbed scanner
- 24-bit colour
- 16.7 million colours
- 256 greyscale
- Scan line art images
- Optional automatic document feeder
- Optional transparency adaptor
- Software included

GT-8000 inc. ASDG Software......... **£1199**
Transparency Adaptor Unit.............. **£499**
Document Feeder.............................. **£399**

Floppy Drives

"This drive contains more gadgets than Batman's utility belt"
Amiga Computing Feb1992

PC880B Power Drive



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- Super slim design
- Anti-click (Cures that annoying click)
- Virus blocker (Prevents viruses)
- Built-in backup hardware

PC880B with Blitz Amiga **£60**
PC880B with Blitz & XCopy **£75**
PC880B (Cyclone compatible)* **£65**
PC880B in black case **£65**

*This drive is only available to registered owners of XCopy Professional. You must provide proof of purchase of XCopy Professional

Power Drives

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PC881 A500 Internal drive **£45.00**
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- Two high quality disk drives built into one compact unit
- Same features as PC880B

Dual drive **£125**

Blitz Amiga

- Backup disks at lightning speeds
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- Contains anti-virus from being written into the bootblocker

Blitz Amiga **£20**

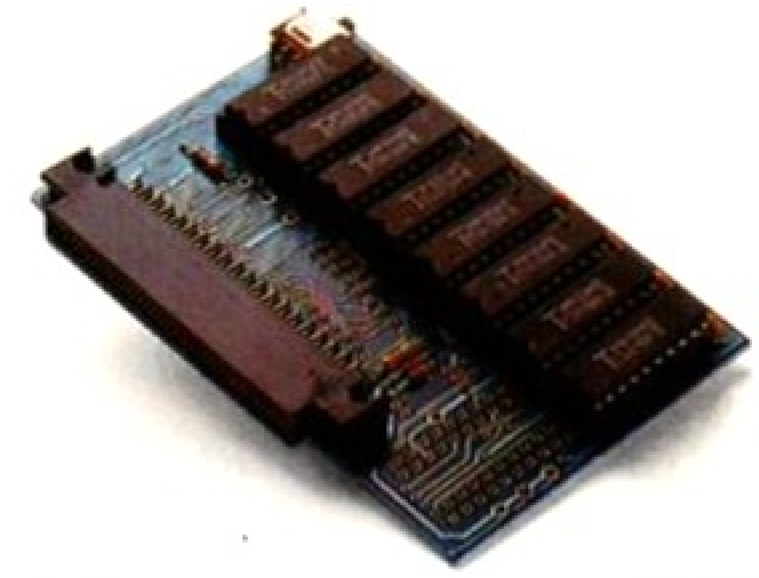
Blizzard Turbo

- For the A500/A500+
- Expand up to 8MB (0K installed)
- Memory and 68000 CPU run at 14.28MHz
- Fast 68000 processor installed on-board
- Fully auto-configuring
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Blizzard Turbo **£129**
Blizzard Turbo 2MB RAM.................. **£185**
B' Turbo 2MB RAM + 256K Shadow RAM .. **£199**

RAM Expansions

A600 Memory Cards



1MB RAM with clock **£39.95**
1MB RAM without clock **£34.95**

PC501+ RAM Card

Our RAM board is designed especially for the A500+ computer and comes with 1MB of RAM on board to expand your memory to 2MB of chip RAM. Plug-in and go operation (Fits into the trapdoor)

PC501+ RAM card **£35.95**

8MB Power Board

- Plugs into side slot, fully auto config, full thru'port. Expand 2MB-8MB

2MB **£109** 4MB **£169** 8MB **£289**
1 x 4ZIP chips **£14.95**

1.5MB RAM Board

- Fully supports 1MB of chip RAM
- Fully compatible with Fatter Agnus

(Kickstart 1.3 and above, not compatible with A500+)
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1MB with Thru'port

- Expand your A500's memory up to a total of 2MB without disposing of your existing 512K upgrade
- Works with 1MB of Chip RAM

(512K RAM must be 4 chip type or not exceeding 9cm in length)
(Your Amiga needs to be opened, this may effect your Warranty)

1MB with thru'port **£49**

A500 RAM Card

- 512K RAM expansion with clock & free software (A500+ compatible)

512K RAM (4 chip) with clock **£29**
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PCMCIA Memory

- Ultra slim memory cards
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- For the A600/A1200

2MB Memory card **£149**

Power Computing, France, 15 Bld Voltiare 75011, Paris, France. Tel (1) 43386206 (6 lines) Fax (1) 43380028

Screenplay

England's cricket team are brilliant, unemployment is falling by the day, and the Mega Drive is great... April Fool! We had you going there for a while, didn't we? **Andy Nuttall** is here to take you on a tour of the current releases...

JUST WHAT DOES MAKE SCREENPLAY SO SPECIAL?

The Amiga scene is looking healthier than ever. Commodore have announced that sales of the A1200 have reached 44,000, and more and more software companies are promising games to support it, while the A600 is still riding high with some stupendous titles.

So what part does *Amiga Format* play in this maelstrom of activity? For three years running, we have been voted the magazine to listen to by software shops all around the country. That means our opinions are trusted by the people who sell you your Amiga games, so you know that they will stock up on the best titles.

Also, the Amiga Format reviews are written by the most experienced Amiga gamers you're likely to find anywhere – so you can be sure that when you read one of our reviews, you're reading the most authoritative opinion there is.

We know that £25 is a lot to pay for a game, and we're here to make sure that you don't waste your money. If we achieve that, our job is done. Our rules are simple:

(1) If it's not finished, it doesn't get reviewed
(2) If it's crap, we say it's crap – and it doesn't matter what the softies think of us
(3) If we're forced to take sides, it's always your side we take

So, read on carefully, and prepare to be informed...

THE REVIEW CREW

MAFF EVANS
"I've been burning the midnight oil with *Flashback*. It's as fierce as *Reservoir Dogs*, as addictive as cheesy Wotsits, and it's far more interesting than I'll ever be." Very modest, Maff.

JAMES LEACH
"*The Chaos Engine*. I bought it last week thinking it was something to do with chaos theory, and it was going to give me loads of pretty Mandelbrot sets. I was gutted."

ANDY NUTTALL
"With fear of becoming boring, I'm going to have to say Sensible Soccer again. It's a close thing this month, though, with *Flashback* and *The Chaos Engine* tying for second place."

PAUL TYRRELL
"*Abandoned Places 2* is the game for me at the mo. It rivals *EOTB2* in its playability and atmosphere, but it won't let you throw things – and I like throwing things..."

SARAH TANSER
"For most of the last month I've been in university trying to run an Artificial Intelligence program, but in my spare time it's been *The Chaos Engine* all the way."

ED RICKETTS
"*Legends of Valour*, because it's just like real-life. You get to wander around all day and night,. doing bugger all, and not getting paid very much." (*A touch of cynicism there, Ed? – Ed.*)

RICHARD BAGULEY
"I've been trundling locomotives around on *A-Train*, mainly because my editor told me to! Apart from that, *Ragnarok's* been taking up a lot of my time."

CHRIS BUXTON
"I'm hooked on this really abysmal game called *International Cricket* by some Australian company. It helps me to forget our appalling test performance." Very topical there, Chris.

SO WHAT'S IN STORE THIS MONTH, THEN?



Get yourself connected

Is it possible to play a game against a Texan while he's still in Texas, and you're still in your front room in Walthamstow? Yes it certainly is! It's incredible, and *Amiga Format* can tell you all you ever need to know about how to play on-line games. Plus, find out how you can play three of these intercontinental games for free for a whole week! **Page 47**



Flashback

Delphine Software, the French software house responsible for such classics as *Another World* and *Cruise for a Corpse*, are back with a vengeance. Their new game has a similar style to *Another World*, but features even better animation, and is much, much bigger. Find out more about our game of the month on... **Page 54**



The Chaos Engine

One of the most long-awaited games in the history of the Universe is finally here. You may have seen reviews of *The Chaos Engine* in other magazines, but ours is the first review of the finished game – guaranteed! And boy, are we glad we waited – it's a stormer! Shoot-em-up fans turn to this page now... **Page 58**



Lionheart

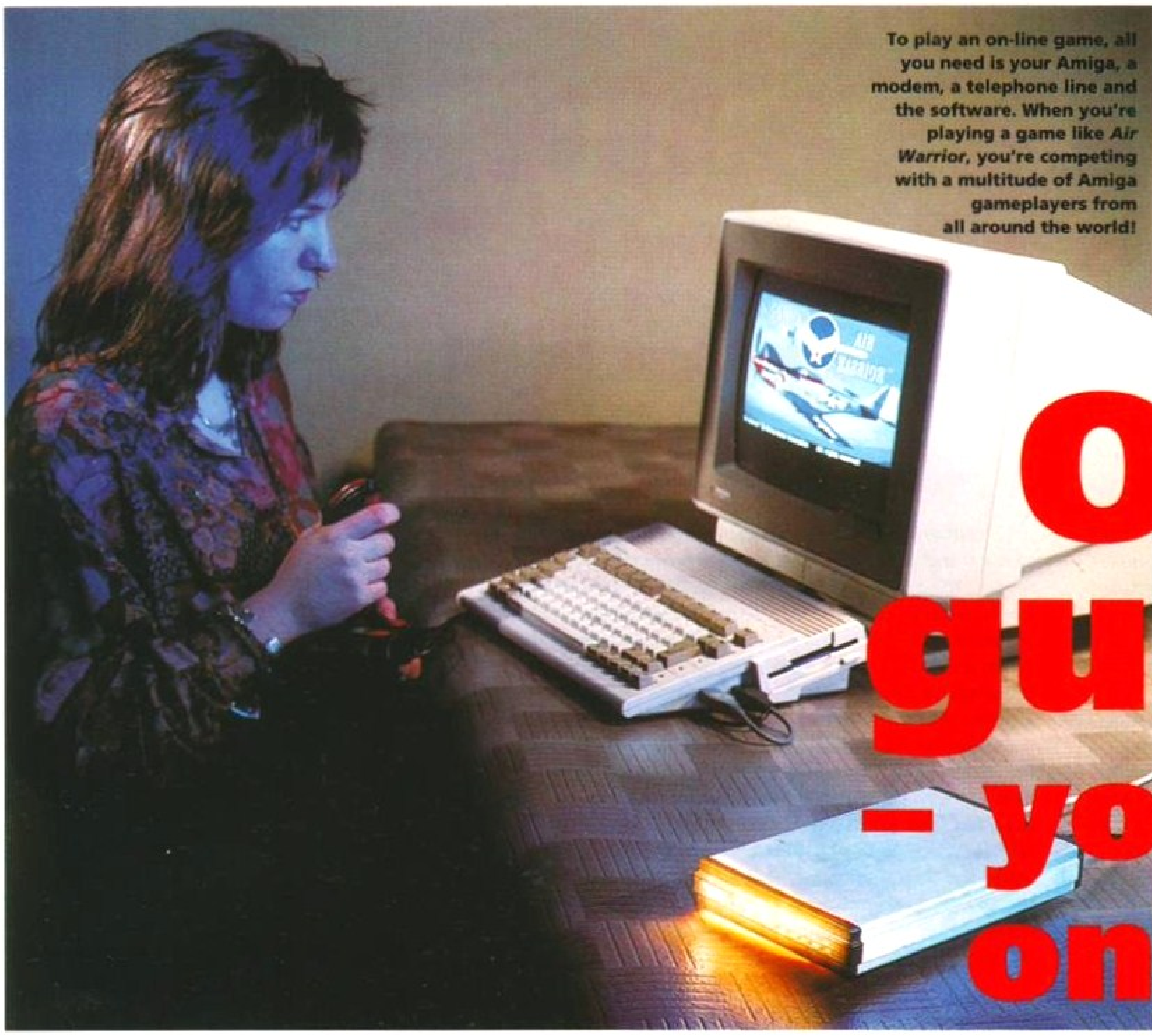
Thalion, the German software firm responsible for *No Second Prize* and *Amberstar*, have turned their attentions to the platform genre with this venture into fantasy territory. *Lionheart* is a vast scrolling beat-em-up with stunning graphics, but to find out more about the game you'll need to turn to... **Page 88**



Abandoned Places 2

Westwood Associates proved themselves to be the king of the Amiga RPG scene with their *Eye of the Beholder* games. Now ICE are attempting to steal the crown with their sequel to the excellent *Abandoned Places*. They claim to have improved the graphics, while retaining the solid gameplay – but have they? See for yourself on... **Page 84**


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All prices subject to change without notice. All cables and processes pat pending.



To play an on-line game, all you need is your Amiga, a modem, a telephone line and the software. When you're playing a game like *Air Warrior*, you're competing with a multitude of Amiga gameplayers from all around the world!

Who says that game-playing is purely a solitary occupation? **Richard Baguley** gets connected with some fellow on-liners.

On guard! – you're on-line!

Have you ever craved for communal monster-mashing sessions, mass mid-air battles or intergalactic wheeling and dealing? Well if you have, then on-line games could be the thing to add a whole new dimension to your gameplaying. Instead of just playing computer-controlled opponents, or a friend via a null-modem link (see the feature about multi-player games in ***AF*40**), it's possible to join in with whole groups of people.

It really is a step beyond usual computer gameplaying; it's much more like a family game of Monopoly, with a large number of players, a banker that doesn't cheat and the chance to chop up your grandma.

On-line games work by using a modem (modulator-demodulator). This takes the digital signals from the Amiga's serial port and converts them into a horrible squeaky noise which can be sent down the telephone line. It can also convert the signals sent by the modem on the other end of the telephone line back into digital information, which the computer reads from the serial port. To play the game, you link into a central computer, which does most of the work of running the game. Most of these games are text based, with the notable exception of *Air Warrior*, which is much like a normal flight simulator.

Opponent after opponent

Playing an on-line game is quite similar to playing a game via a null-modem link, except there's more than one other player, and they're not sat down next to you. This doesn't mean you can't communicate with them, though. Most of the games have a 'room' which is a meeting place, where players slouch around drinking beer ('virtually' of course), exchanging hints and tips and making the place look untidy. Many also have a noticeboard, where players can post notes with problems or comments, and more experienced players can help. Some of them, like *Air Warrior* and *Discworld* enable you to chat to other players in real time, while you're being shot down or chopped up.

Of course, there is the phone bill to bear in mind. It's very easy to get carried away and forget that you've been playing for several hours, leading to a huge telephone bill. Call off-peak and make sure that you're using the cheapest route.

Many of the commercial services will allow access via Dialplus. This is a service where you call a local number and you are connected over a data network to the service

Continued on Page 50

I JUST WANNA DIAL 'N' GO



A Supra 9600, as used in the *Amiga Format* offices. Awarded a *Format* Gold in *AF*38, this modem is suitable for beginners and experts alike.

Before you start playing on-line games, you'll need several things:

1. An Amiga.
2. A modem.
3. A telephone line.
4. Software.

The first should be no problem for most readers. For the second, more or less any modem should be suitable, but to get maximum performance it should be capable of sending data at 2,400 bits per second (V22 in comms speak).

Connecting the second to the third should achieve the required effect, and launching the fourth will complete the picture. To play the games any PD comms package (such as NComm or Terminus) should be sufficient, since they are purely text based. For *Air Warrior*, you will need special software supplied by On-Line. This can also be downloaded (transferred to your Amiga via the phone line) from On-Line computer system, or from the *AF*32 Coverdisk.

Get on-line for FREE!

Now that you've read all about these wonderful games, you'll want to try them, right? Well, here's an opportunity to try three of the best for a whole week for free!

ON-LINE OFFER – PLAY THREE GAMES FOR NOTHING FOR A WHOLE WEEK!

The incredibly generous On-Line Entertainment company, alongside *Amiga Format*, are offering you the marvellous opportunity to try out all three games reviewed here (*Air Warrior*, *Federation* and *Multi User Dungeon 2*) free for a whole week! Simply call On-Line Entertainment between March 29 and April 4, and you will not be charged a penny!

To take up this offer, all you have to do is dial 081-539 6763 (via your modem) during the above dates and set up a new account on the system. You can then play *Air Warrior*, *Federation* or *Multi User Dungeon 2* over this period as much as you like without having to worry about the charges (with the exception of the phone bill, of course).

If you want to try *Air Warrior*, you'll need to download the software or get hold of the Coverdisk from *AF*32.

To download the software, connect to the on-line system and choose 'G' (for games) from the main menu , followed by 'A' for *Air Warrior*, 'D' (for downloads) and 'D' again to download the program, which is called AIRAMI.ZIP. This file is compressed using the PKZip method, so you may also need the *PKAZIP101* program to decompress it. Decompress this software, and the sky's the limit!

Another new addition is a multimedia frontend for *Federation*. This can also be downloaded from online, from the 'F' for *Federation* area, and the required files are called MMTRM11.LHA, REQLIB.LHA, MMOD.LHA and SOUNDS.LHA. These are compressed using the LHA method, which requires the program called LHA to decompress. This can be obtained from many Bulletin boards, or from the Coverdisk of *Amiga Shopper* issue 23.

Federation

ON-LINE SERVICES
081-539 6763 (MODEM)
081-558 6114 (VOICE)

This is a text-based trading game. The basic idea is to cruise your way through the universe buying and selling goods, beating-up poor helpless aliens and amassing a small fortune in Galactic Groats.

You start out as a lowly Earth dweller, and after purchasing a small spaceship you start ferrying goods from planet-to-planet for other people. Once you've generated some dosh, it's time to start buying and selling.

When you're extremely rich, it's on to setting up your own company and eventually running your own planet. Although it's text based, there is a new program available from

Air Warrior

ON-LINE SERVICES
081-539 6763 (MODEM)
081-558 6114 (VOICE)

Recreate great air battles in this multi-user flight sim. Flying a selection of World War I, II and modern planes, pilots fight to the death in a variety of scenarios. The graphics are simplistic, but the detail and resolution can be altered to suit the speed of your Amiga.

The business of flying is relatively easy – and it feels like a real plane! Apparently, the equations used to determine the behaviour of the planes originate somewhere in the depths of the Pentagon. A good selection of vehicles is available: from Sopwith Camels to F15s, plus several ground-based tanks and jeeps. Also available are large bombers, these need a crew of three or more: pilot, gunner and bombardier.

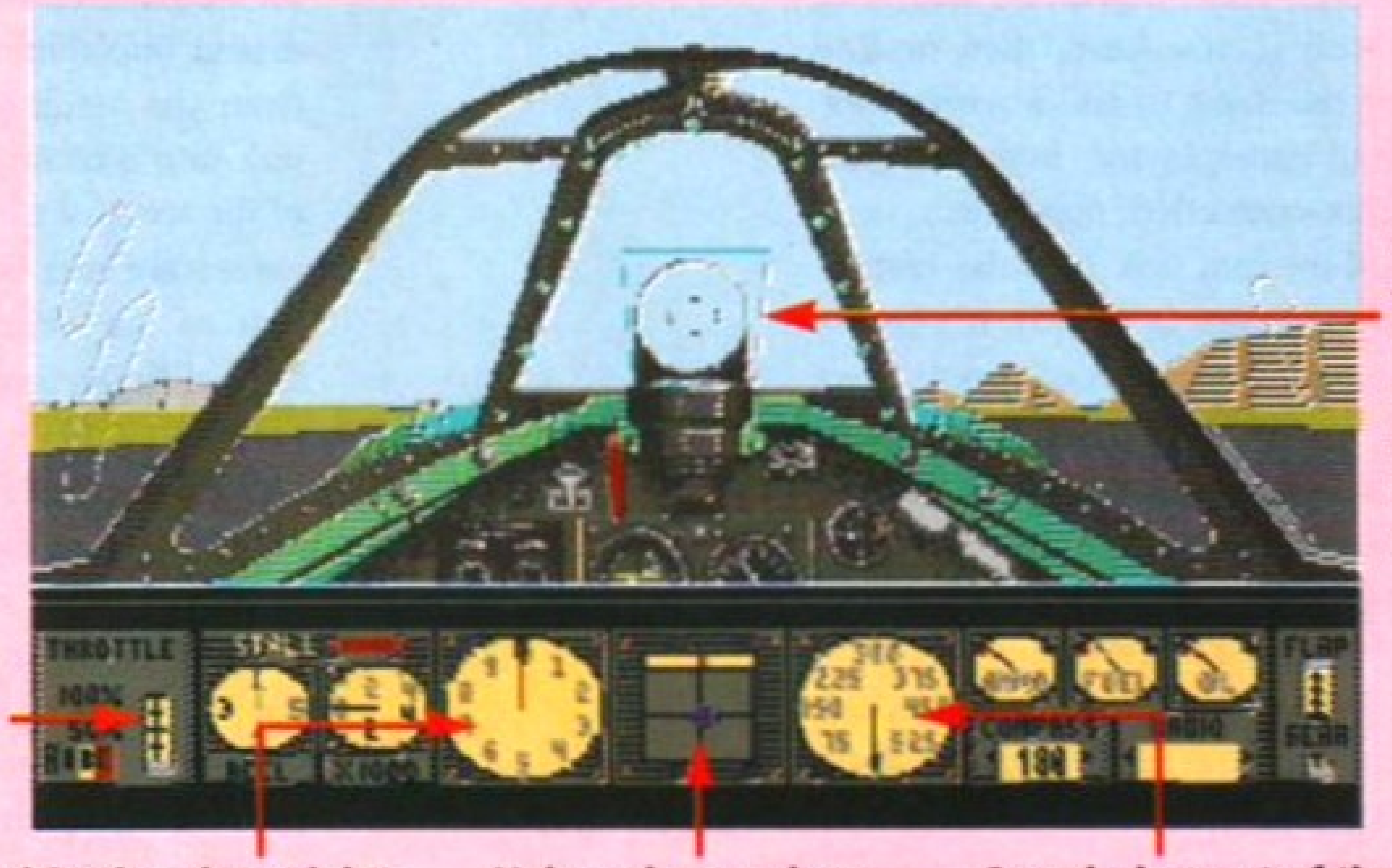
Playing requires the special software which can be obtained from the On-Line Bulletin board (081-539 6763), or from *AF*32 Coverdisk. Once you've got the software, run it and select 'Choose Terminal Mode' from the control menu. This will drop you into a comms screen. Select 'Dial' from the setup menu to connect to the Online system. Once connected, log on to the system with the name 'online'.

The system will then ask for your nickname and password. If you've not logged on before, give the name 'New'. You will then be prompted for your details. Once logged on, you start *Air Warrior* from the main menu by selecting options 'G' (Games), 'A' (*Air Warrior*) and 'A' (*Air Warrior*) again. Shortly you will be told you are in the briefing room. To get airborne, select 'Choose Airfield' from the Commands menu, and choose number 1. Select the plane you require (try a P51D Mustang), choose 'Fly' from the Commands menu, and you'll be in your chosen plane. Press '8' and it starts the engine, 'Shift + C' is maximum thrust, press this and you'll start moving down the runway. Once you reach 75 knots, pull back on the stick or move the mouse backwards. You should be airborne!

If you're playing at a busy time, don't be surprised if someone sneaks up and shoots you down. After all, that's what it's all about. According to Lone Wolf (a long-time user), a new pilot can expect to be shot down around 20 times before achieving his first kill. Experienced users are helpful if asked, but don't expect any mercy if you're flying for another country.

It's also possible to play *Air Warrior* without being connected to On-Line. When you launch the software, it will default to practice mode, just select the plane you want, and you'll be deposited in the cockpit. There won't be any other pilots and you can't fire, but you will be able to practice manoeuvres, so you can impress everyone with your Immelman and Split S turns.

AIR WARRIOR – THE CONTROLS



Gunsight – shows (roughly) where your bullets will end up.

Throttle – engine power being applied.

Altitude – the red dot measures thousands, the big hand hundreds of feet.

Yoke – shows where your stick is directing the plane: up, down, left or right.

Speed – in most of the propeller driven planes, the stall speed is around 75mph.

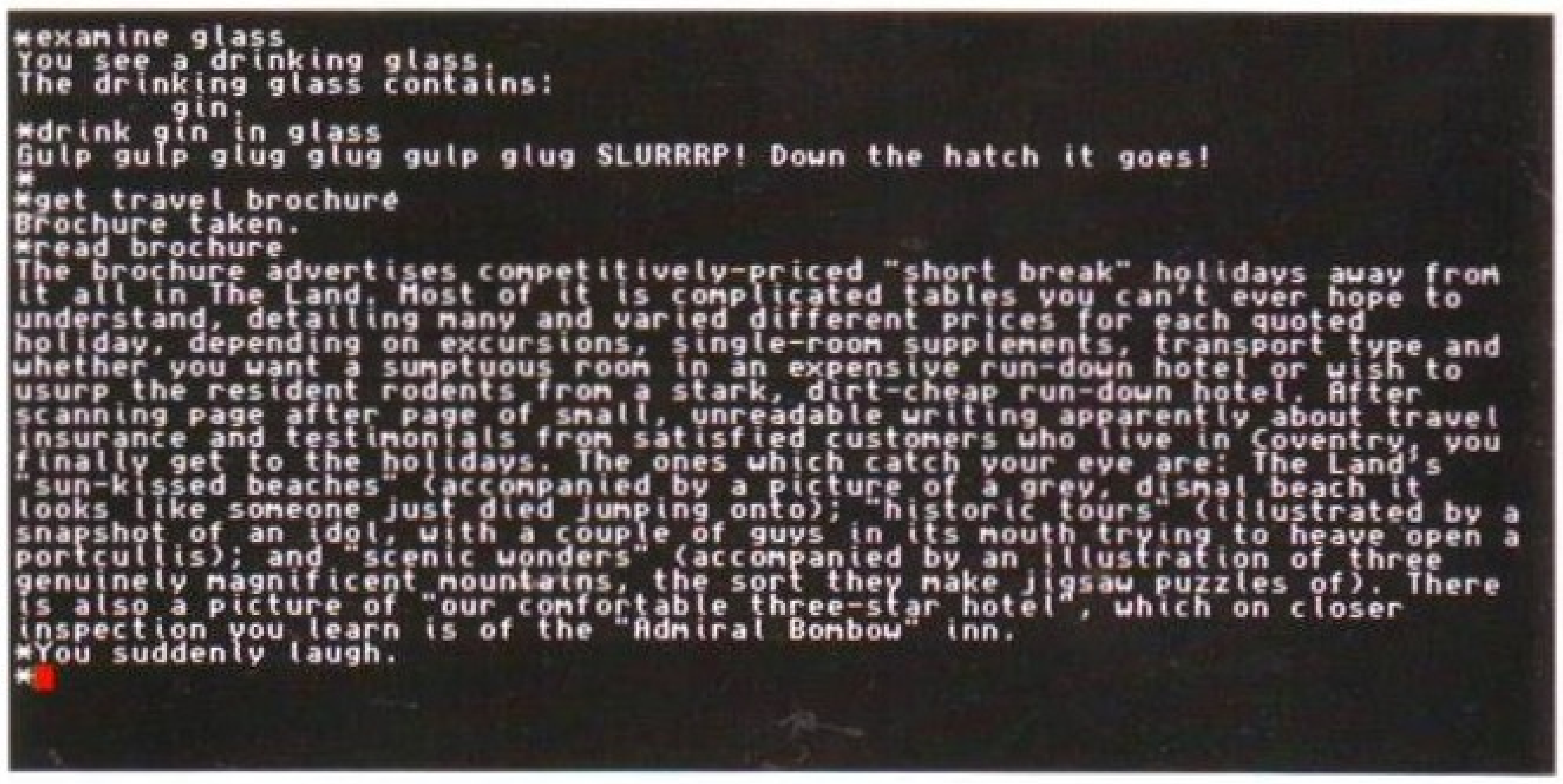
On-Line which makes it easier to use, because it enables you to set up commonly used commands as pull-down menus. It also includes a selection of sounds which are triggered by certain events, such as being attacked, or when another user tries to talk to you. Plus, other events can trigger animations or other images. Customise your universe!

Multi User Dungeon 2

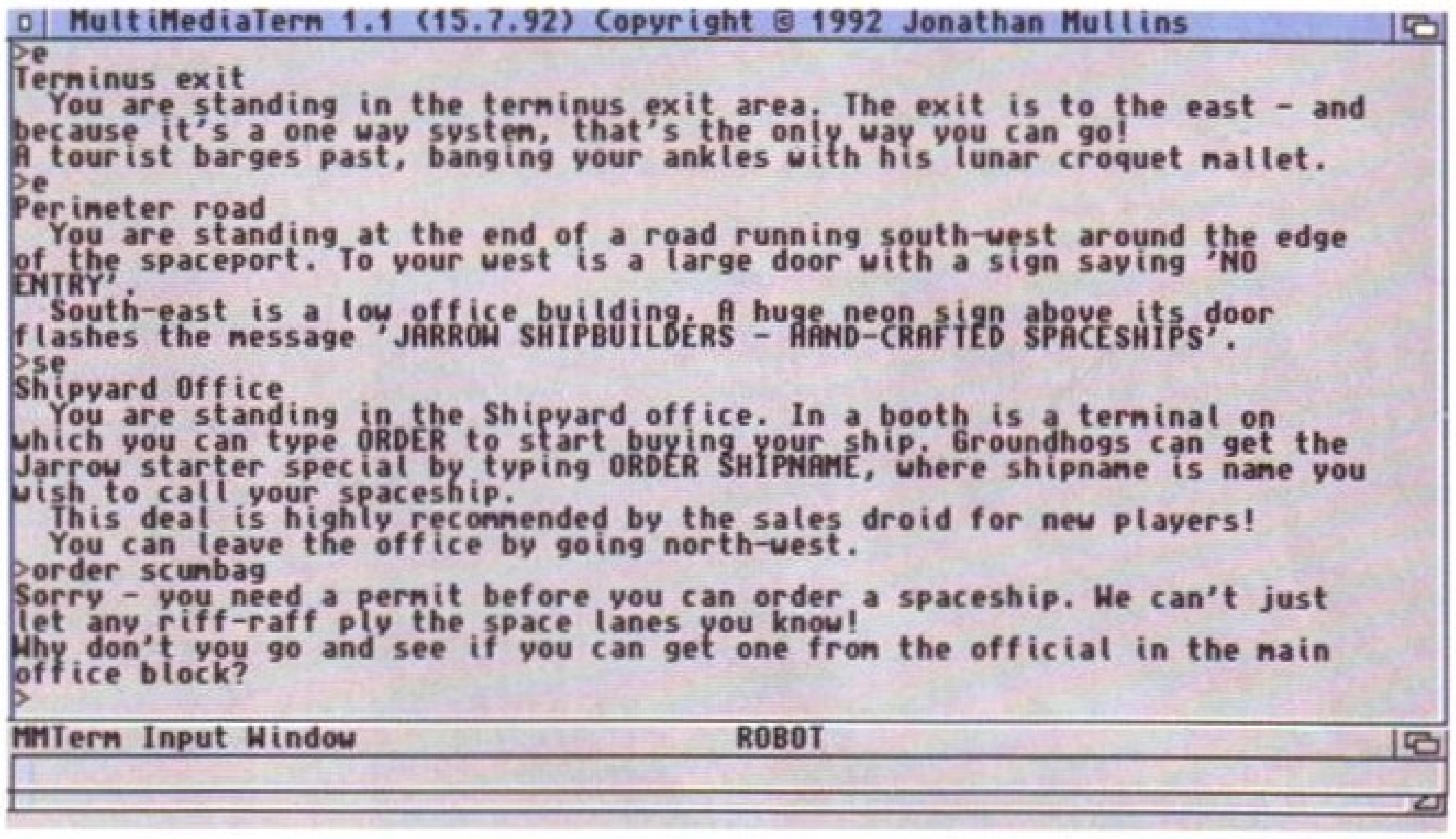
ON-LINE SERVICES
081-539 6763 (MODEM)
081-558 6114 (VOICE)

Way back in olden days, when men were men, women were women and orcs were just downright nasty, many adventurers travelled the land seeking their fortune.

In this game, you can roam the world meeting interesting people and beating them up. All players start off in an Edwardian tearoom, which also acts as a meeting place for players; where old hands pass on the fruits of their wisdom to newcomers. If you meet them outside this room, then do be polite. Displays of impoliteness will be dealt with severely – in other words you will be chopped up and fed piece-by-piece to the goldfish. From the comparative safety of the tearoom you step out into a strange world containing all manner of strange and curious beasts, not to mention the other players.



A disused pub in *Multi User Dungeon 2*. Well, nearly disused. Still enough gin for a quick drink though.



A bit of interstellar wheeling and dealing in *Federation*. Next step – find the permit office and bribe an official or two…

YOU'RE PLAYING AIR WARRIOR, BUT DON'T LET THE FOCKES SHOOT YOU DOWN...



Ahah! The pilot of a Focke-Wolf 190 A-8 spots the Spitfire in the distance! Let the battle commence!



The Spitfire pilot has spotted the Focke-Wolf and challenges the pilot to a duel. The inter pilot chat is usually somewhat more colourful than this.



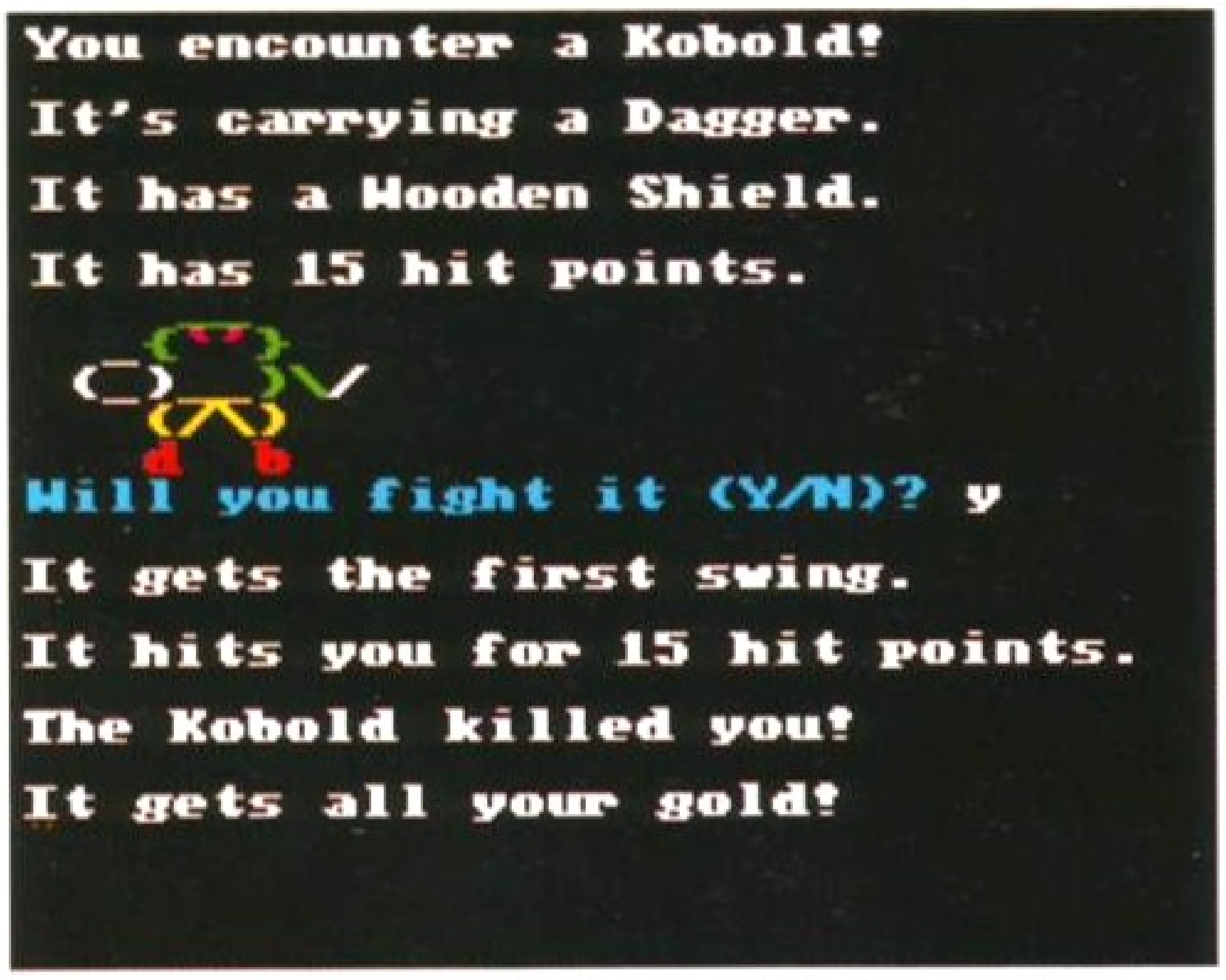
The Focke-Wolf pilot has insulted the honour of the RAF. He will pay the terrible price, ie intimate contact with the ground.



New users will get used to seeing this screen. Honour has been satisfied. The Focke-Wolf plunges to the ground in a ball of flames.



The games menu from the Metnet Bulletin board system. *Space Invaders* on the left is animated, and if you take a long time to choose, the invaders win.



Oh dear, I appear to have been killed by the weediest monster in the game. How embarrassing.

Continued from Page 47

for an hourly fee. You will find this works out quite a lot cheaper than calling long distance, but it does need to be set up by the service that you're calling first.

Contact the service operators to check if they offer this service. If you're dialling into a commercial service, don't forget about the charges that the company running the system will add. Believe me, it's easy to run up a huge account without realising until you receive that expensive bill at the end of the month.

There are many places where you can find these games. Many sites on the Internet (a vast network of interlinked computers, mainly used for academic purposes) run games, many Bulletin boards run these games alongside their *E-Mail* services, and some companies run these games on a commercial basis.

Starting with the cheapest, many amateur Bulletin board systems run a variety of games. These are easy to access, because they are run by people as a hobby and they don't usually charge for access, so they're pretty easy to get the hang of. The games they run are usually text based, but this doesn't mean they are simple. Many of them are highly complex and involve large numbers of players. Games can last months or years, and countless players call several times a day.

Go global

The games run on Internet systems and they can be accessed from virtually anywhere, so it's not unusual to find yourself 'chatting' to one guy from Texas and someone else from Singapore. You can get access to sites on the internet either via CIX (a commercial mail service: 081-390 8446) or via Demon Internet Services (a commercial system giving access to the Internet telephone: 081-343 3881).

One of the main commercial providers are On-Line entertainment, based in east London. They run several games, including *Air Warrior* (a multi-player flight simulator), *Federation* (Interstellar trading) and *MUD II* (dungeon adventures).

A new game called *Internecine* (political intrigue) has recently been added, and is currently undergoing testing. Not only are the games run on this system, but there are also areas where you can discuss your latest kill, plan campaigns or just chat. If you want to try it out for free, see 'Get on line for FREE' on Pages 48 and 49.

Global War

061 FOR AMIGA
061-799 4922 (MODEM)

Conquer the world (in a purely virtual sense) and wreak war on your opponents. You are in charge of a country with finite resources and manpower, and you control exactly how these resources are used.

Conquest is the name of the game, so attacking your opponents with a terrorising onslaught is your mission. Now, should I buy that extra tank battalion or feed the masses? Oh, why not. I'll go for the tanks. Hey, why are the proletariat revolting?

Hack 'N' Slash Yuppie Wars and others

METNET TRIANGLE
0482 442251 (MODEM)

Metnet is an extremely colourful system, and these programs are certainly no exception. *Hack 'N' Slash* is a huge multi-user dungeon, filled with colourful ANSI graphic screens and hideous monsters.

Gladiatorial battles, dark, dank dungeons and jousting. Highly recommended. Practically every screen has some sort of animation, or ANSI graphics. It's a very big game, where you can choose a great variety of areas, ranging from fights with Orcs and Kobolds in the arena to gang wars and bounty hunting.

Yuppie Wars places you in the world of yuppiedom seeking fame and fortune. Visit Wall Street and buy, buy, buy or go shopping for the latest in fashion accessories, the Uzi 9mm machine-gun. Metnet also runs several other games, and the whole Bulletin board is filled with ANSI animations.

Discworld

CIX – 081-390 1255 (MODEM)
081-390 8446 (VOICE)

Based on Pratchett's series of *Discworld* novels, this game gives you the chance to wander the streets of Ankh-Morpuk and drink Morpukian Beer with Black the Wizard and Spanish the Warrior.

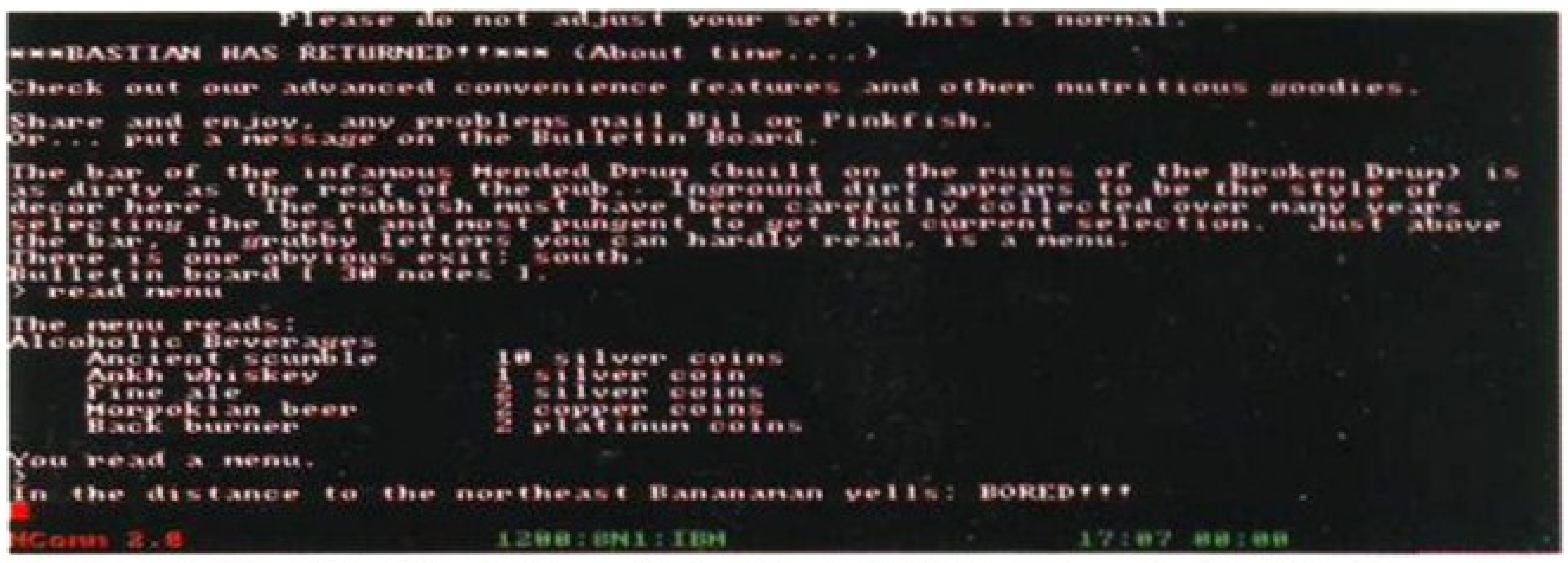
As usual, the more experienced players are helpful, as long as you don't mind being hacked to bits afterwards. Although I've never read much Pratchett, I'm reliably informed most of the *Discworld* is here, and many of the characters can be found wandering around. The game can be run from the main CIX prompt by typing 'run *Discworld*'.

PLEASE DON'T EAT THE MODEMS

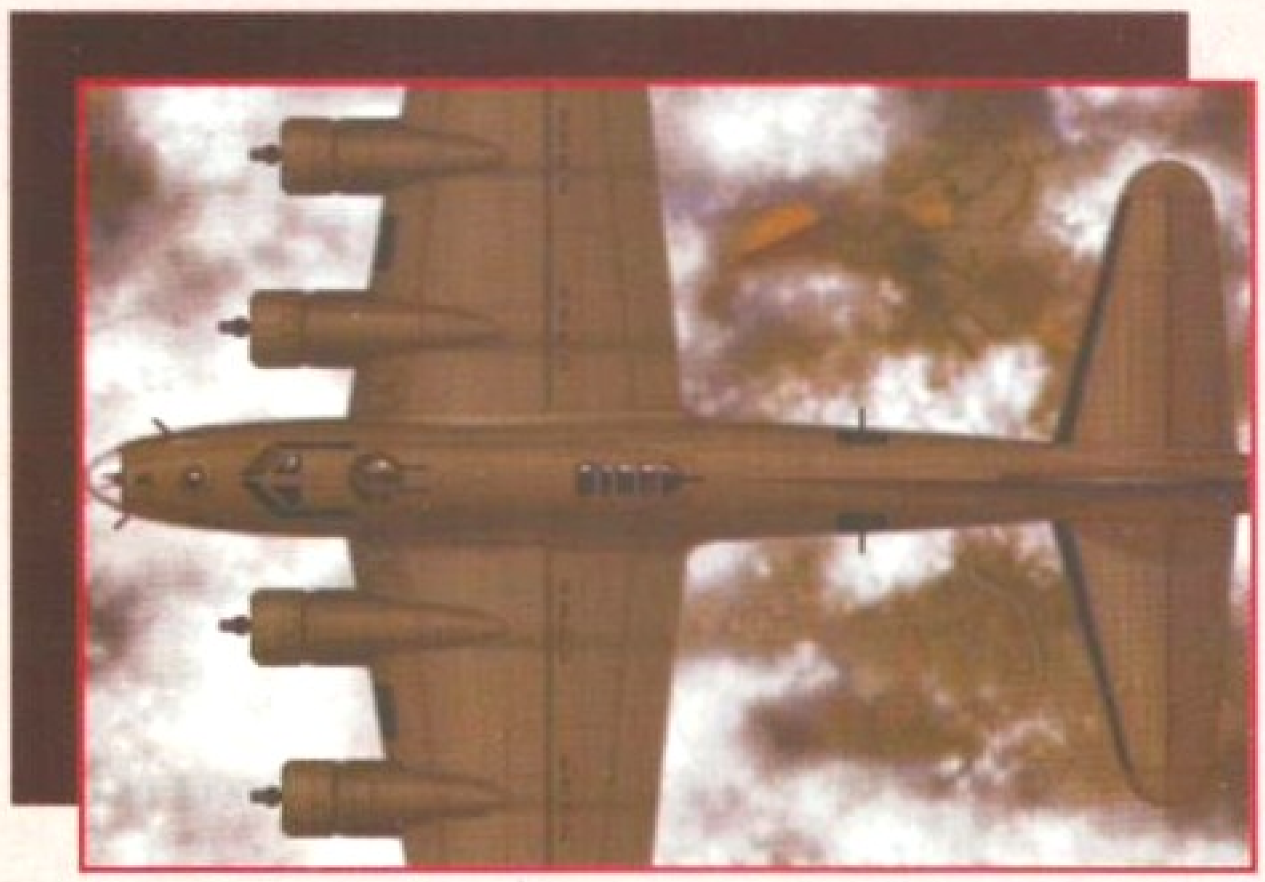
Logging on to one of these on-line systems is like visiting somebody's house: you wouldn't wipe your muddy Nikes on their shag-pile carpet, or chunder all over their three piece suite, would you?

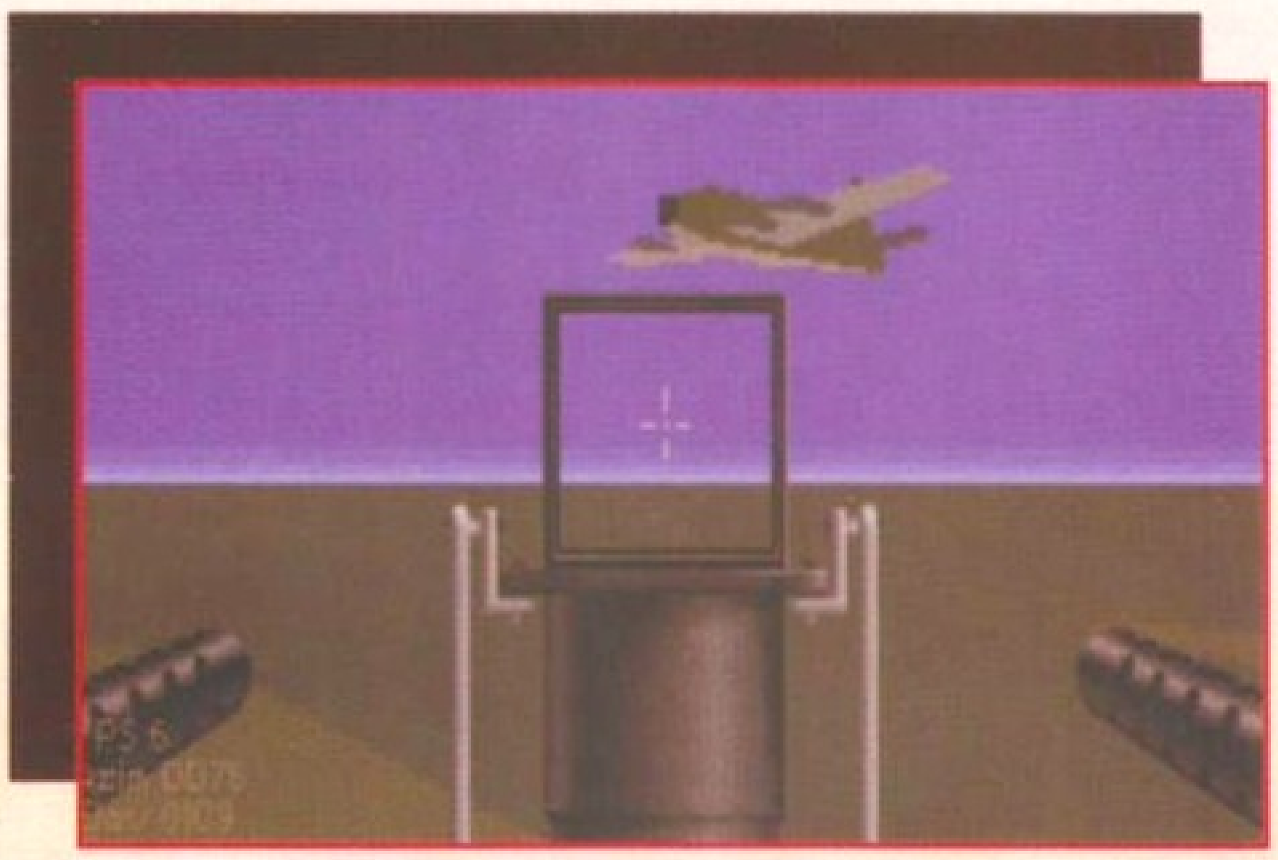
Please bear this in mind when you're playing an on-line game. The amateur Bulletin boards are run by dedicated individuals who spend their own time and money keeping the system running, so don't be abusive or disruptive.

If you're being unnecessarily unpleasant in *Air Warrior*, don't be surprised if everybody (including those on your side) suddenly turns on you and starts shooting.

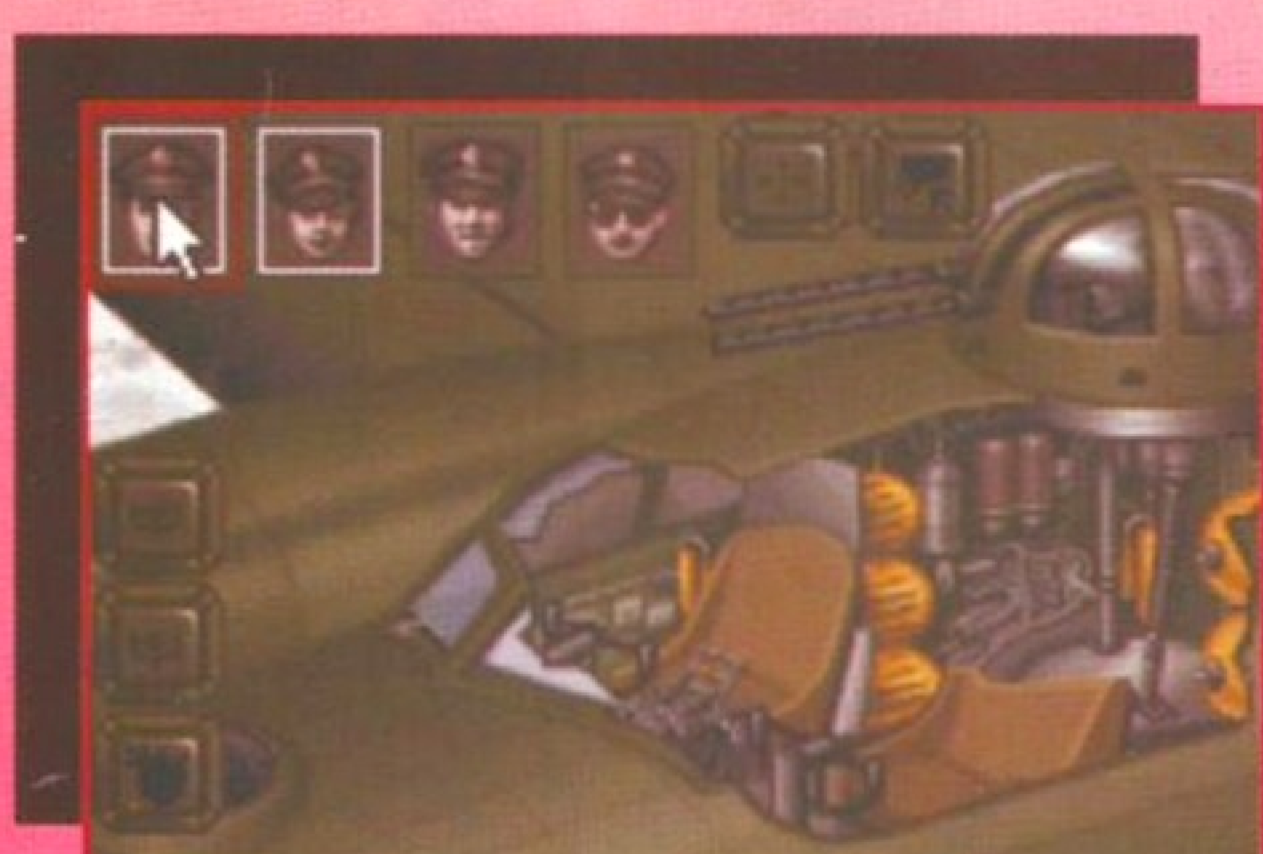


Another quiet day in the Mended drum, the best bar in Ankh-Morpuk, main city of the Discworld. This is where the adventurers tell dirty jokes, drink beer and swap stories.









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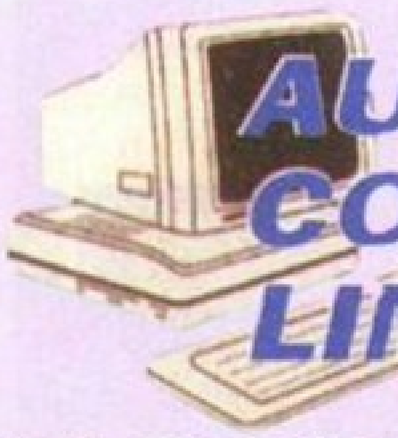
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COMMODORE ATARI CITIZEN STAR AMSTRAD CUMANA PHILIPS GOLDEN IMAGE NAKSHA ABACUS SEGA DIGITA

Delphine's last cinematic release, *Another World*, just fell shy of a Format Gold, but the latest fluidly animated release has the looks, the feel AND the challenging gameplay...



Attacked from both sides! When my mum said that a university degree in biochemistry would take me places, I don't think this was exactly where she had in mind.

Flashback

When a game is hyped because of its presentation and graphical style, there is often something lacking in gameplay. Delphine's *Another World* (***AF***31 – 82 per cent) looked wonderful, sounded superb and had bags of atmosphere, but lacked a challenge. It was great while it lasted, but that was only two days! What's needed is more brain taxing, trigger pumping, ledge hopping and baddie dodging to keep the adventure going for longer. Can *Flashback* add this to the slickness of *Another World*? We take a trip into a world of strange aliens and molecular experiments to find out...

They live

It's 2142 AD and a young scientist, Conrad B Hart, has been working on a machine that can analyse the molecular structure of living beings. Unfortunately, the machine's first public test has unearthed a disturbing fact...

Heads of universities and government representatives are watching as Conrad straps on the machine's headset and makes his opening statements to the audience; a strange sight meets his eyes. The molecular analyser shows the VIPs are in fact shape-shifting alien interlopers known as Morphs, who have taken on a human form to infiltrate Earth's society.

Conrad makes his escape, but guards are sent after him to take him to the aliens' planet. Once there, Conrad's memory is wiped, but he manages a get away on a hover-bike, chased by the heavily armed Morph guards. A quick shoot-out later, Conrad plunges to the ground, losing consciousness in the dense foliage of the jungle above the city of New Washington.

This is where you come in. You take control of Conrad as he tries to regain his memory and return to Earth to warn the populace of the threat posed by the Morphs. You awake in the jungle, with just a holographic recording of yourself to remember your name, a blank credit chip and a self-loading automatic pistol.

You have to wade through seven danger-filled levels before you can get back to Earth. On the way you must run, jump, climb and shoot your way around the levels, solving puzzles and picking up useful items. To begin with, you have no memory of who or where you are – the only information you are given is a cryptic message to meet someone called Ian in New Washington.

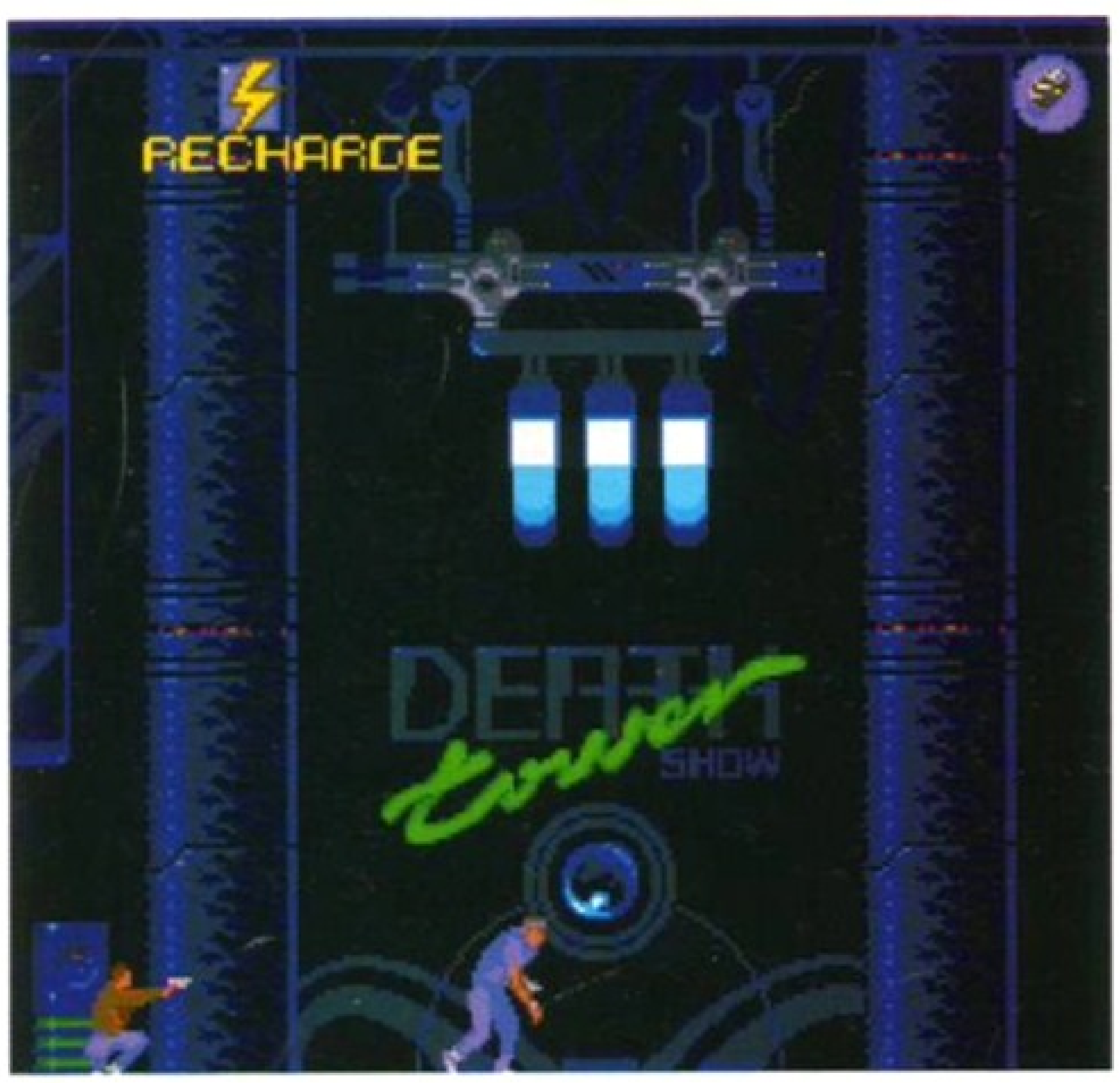
Then you have to make your way through the jungle to reach the city, and contact Ian before your quest stands any chance of success. Unfortunately, it's not just the Morph agents in the city that you'll have to watch out for. Things get hairy long before that.

The jungle is infested with old and dangerous machinery left behind by previous civilisations. The chemicals and radiation that these machines leak have given birth to mutants who roam the jungle and are armed with stolen laser cannons. The mutants are intent on survival, so they shoot on sight, and the defence droids used in the past are still buzzing back and forth across the leafy ledges – so be ready with that gun!

Saviour of the universe

On the way through levels, you will have to work out a number of puzzles, including how to trip switches, disable security devices, make your way through seemingly impassable barriers and make enough money for a trip home. Things get even more treacherous as you go on, taking you through some seriously cyberpunk-looking scenery and hi-tech defence

This is supposed to be family television entertainment. Why have these two quiz-show contestants got large handguns? Obviously the game shows of the future have gone beyond *Celebrity Squares*.



RHYTHM IS A SPRITE CALLED CONRAD

Conrad has a wide range of moves available, which are stunningly realistic. Here are a few of the slick sprite animations that will help you:



Conrad is one of those healthy, athletic types, so climbing up and down from platforms poses very few problems.



A good way of getting across platforms while avoiding enemies is to duck down and roll past any danger.



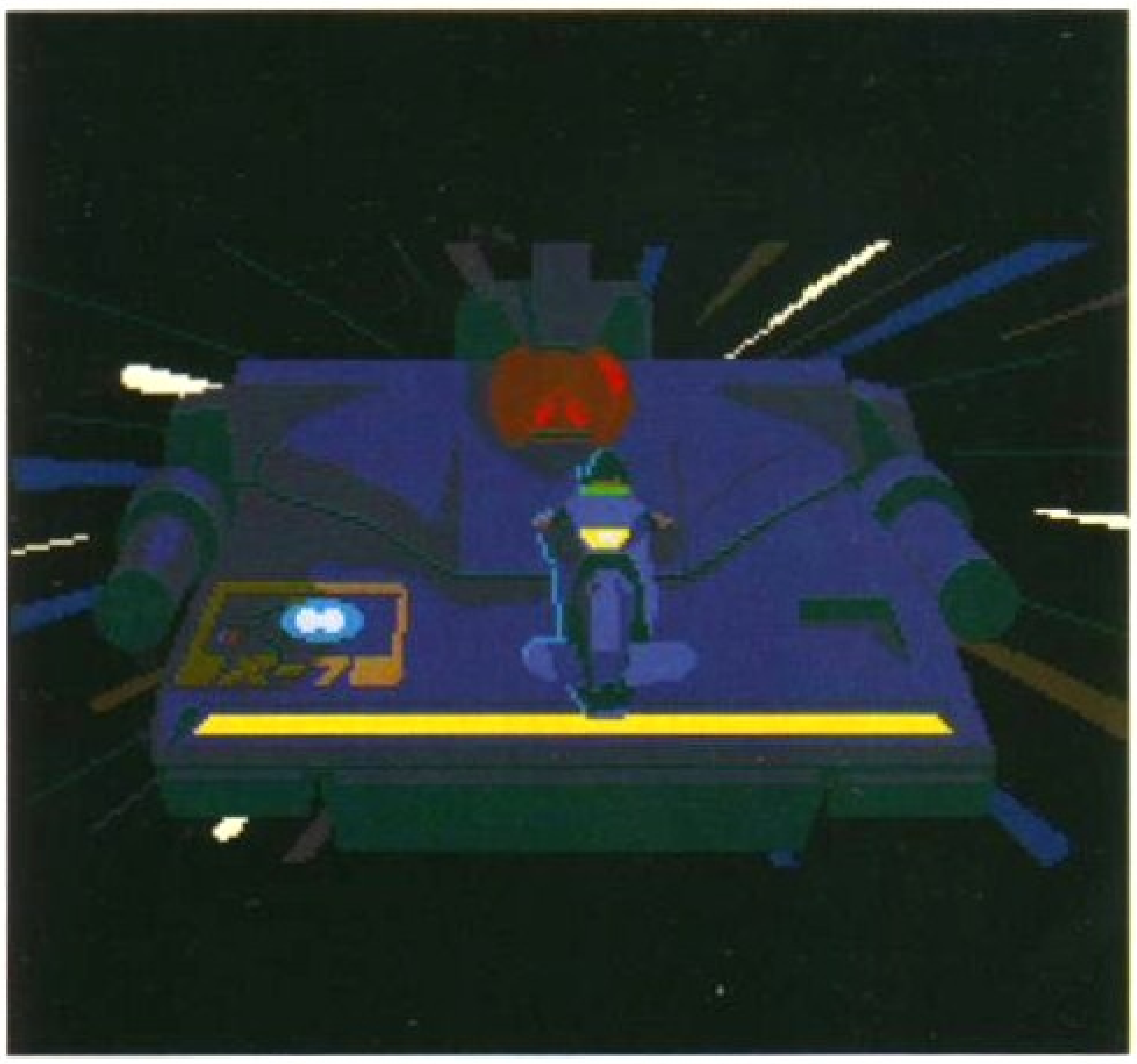
Gaps in the scenery? No problem at all mate. Conrad can just take a death-defying leap across to safety.



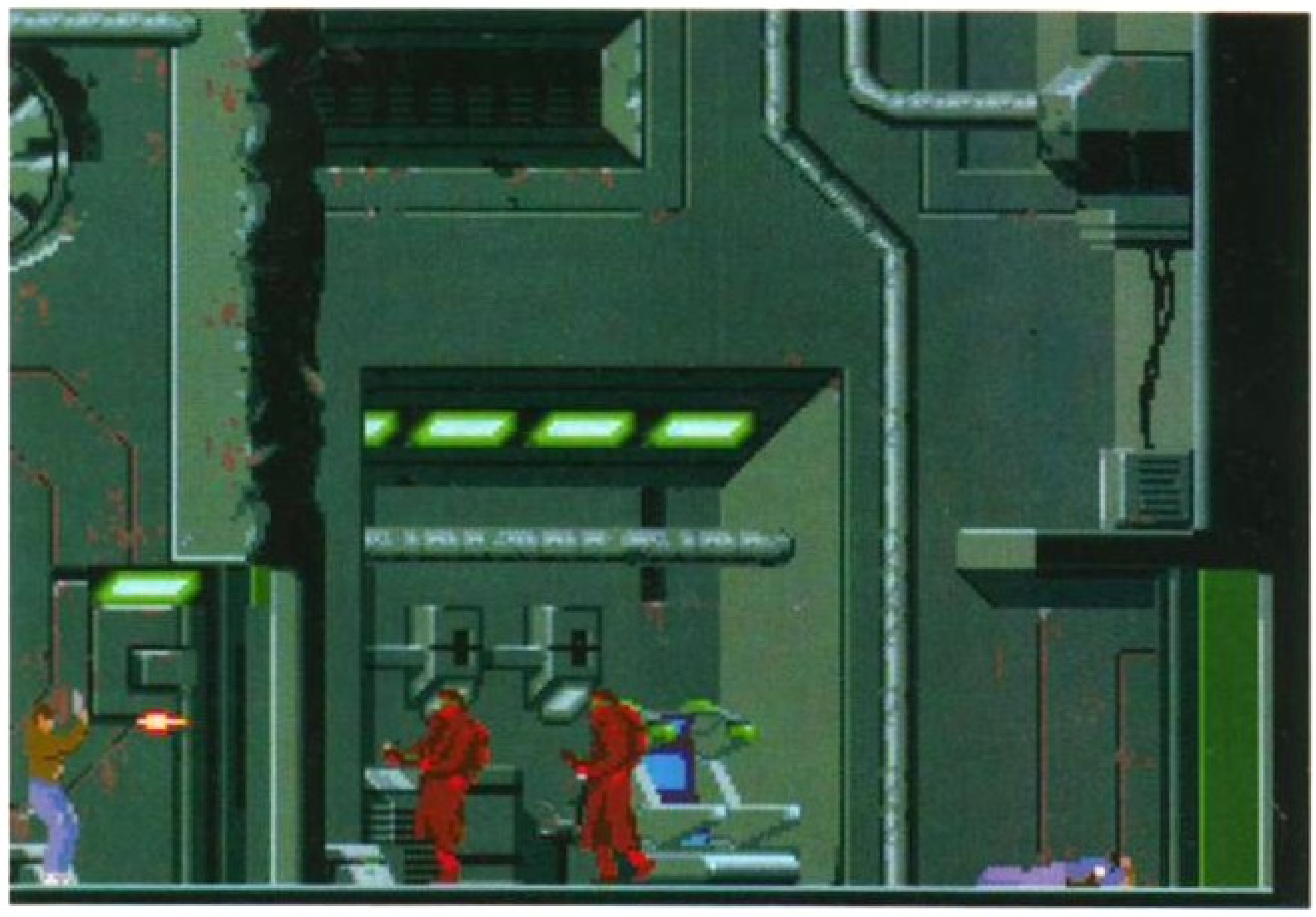
If anything does look slightly suspect, Conrad can pull out his powerful shooter to blast anyone who gets in his way.



Before leaping into dangerous chasms, it makes sense to hang off the edge of a ledge to see what's below.



The Morphs are hot on Conrad's tail, and it's probably not about that out-of-date parking ticket from outside Sainsbury's.



Red raincoats are no match for my pistol, no matter how swanky and *Blade Runner*-ish you look! Oh... but those big guns are a different story. Time I was going. Cheerio!

systems. Solve the puzzles and stay sharp – otherwise the Morphs will take over...

The first thing that strikes you is the sheer quality of the graphics. The game starts with an animation of Conrad's escape from his captives, followed by a chase as Conrad flees to the jungle on a stolen hoverbike.

The graphical excellence doesn't stop at neat intermission sections – the game looks every bit as good as the intro. The animation as Conrad athletically makes his way through the levels is about the best and smoothest yet on the Amiga, and all the other characters move in as impressive a manner. The backgrounds are detailed, with loads of texture and atmosphere to keep the strong, futuristic feel of the game going. There are even some animated pieces tucked away in the backdrops, which stops them from looking static – they really come alive in some sections.

Extreme close-up

Another nice graphical touch is every time Conrad does something which moves him a step towards completing his quest, a special 'zoom-mode' animation is displayed to show a close-up view. The sound effects and music are damn good, varying from fast-paced action tracks to sombre *Terminator*-style pieces and subtle background sounds.

Anyway, enough of the audio visuals, what of the gameplay? Fortunately, *Flashback* brims with playability. Conrad not only moves well on screen, he's also very responsive, which makes it easy to perform any gymnastic gyrations: run along a ledge, jump into a pit, roll, pull a gun and fire. Sounds like a lot to cope with, but the control method is slick enough to allow you to do all this with ease.

The size and depth of the game are extensive considering the amount of graphics data crammed in there (and it all fits on to four disks, with hardly any swapping at all). *Flashback* isn't just a polished platform shoot-em-up though. True, the action is frantic enough at times to please any blasting fan, but the search-and-use adventure elements keep your brain working throughout. Some of the puzzles are extremely devious and will have you scratching your head for a while before you slap yourself and shout "Of course! Why didn't I think of that before?".

Although *Another World* was impressive, and the gameplay was enjoyable while it lasted, there wasn't enough depth for you to sink your incisors into. As soon as you were in the adventure, you'd finished it.

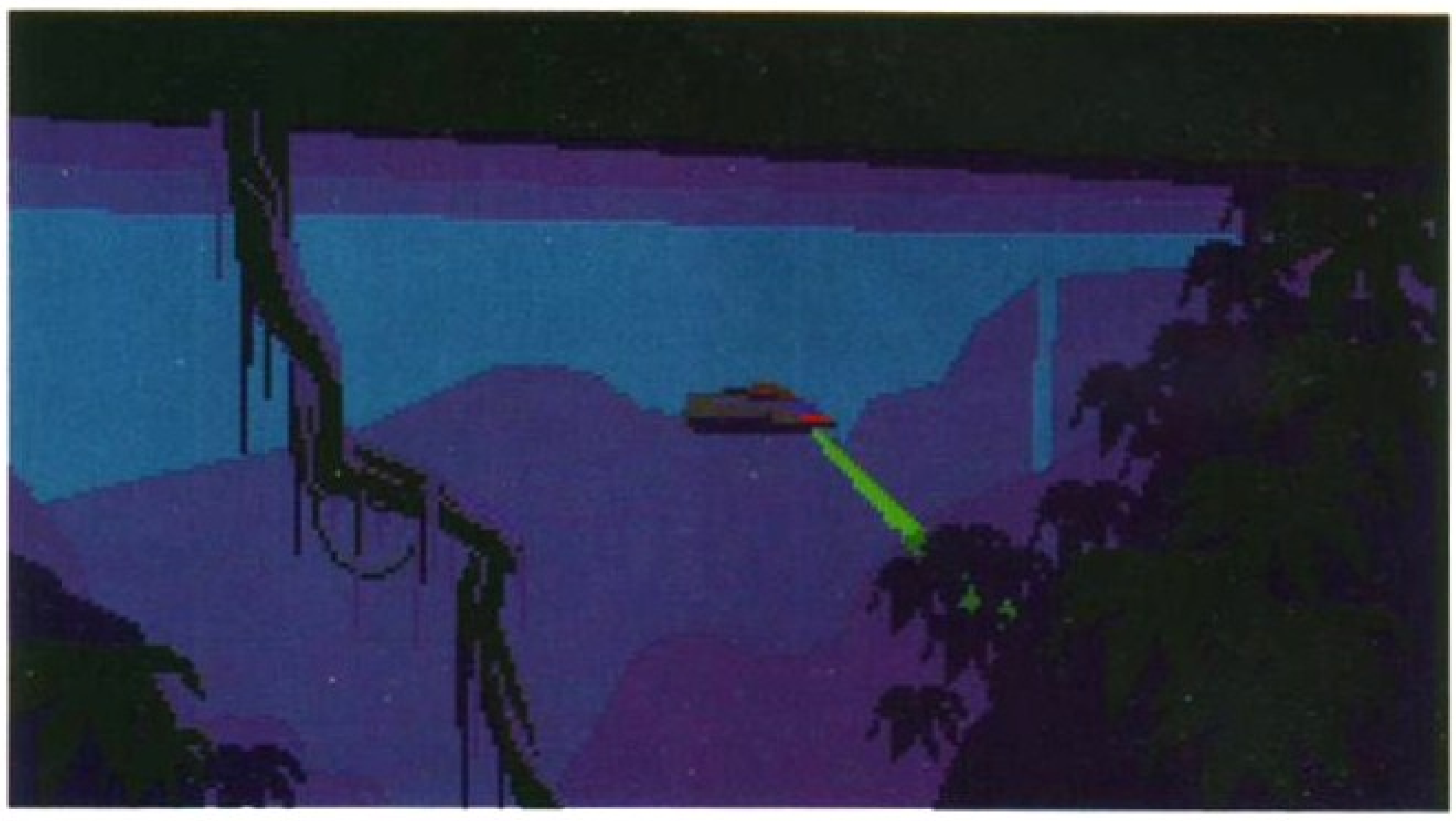
Flashback though is large, frantic and involved enough to keep you playing for quite some time before you manage to reach the end (especially if you play on the harder difficulty settings). The graphics and sound are better than *Another World*'s, so there's no sacrifice there either, which makes this one of the slickest, best-looking, most wonderful-sounding, atmosphere-packed, futuristic arcade adventures ever seen. Cyber fans, adventure freaks and blast addicts get ready to be amazed.

Maff Evans

FLASHBACK is available from US Gold/Delphine 021-625 3388 French version reviewed, English price not yet available.

NEEDS 1 MEG

HARD DISK INSTALLABLE



The guards are in hot pursuit. That's one bike down and the suspect doesn't appear to be moving, so it's back to HQ for a quick cup of tea and an alien burger before the invasion.



Intermission scenes are displayed when you do something constructive, such as losing your cash card in the machine at this bank... A complaint call to the manager is needed here. Well, maybe not.

Flashback
Ffr299

- Gorgeous scenery graphics.
- Some of the best character animation you're likely to see.
- Superb combination of adventure, puzzle game and action blaster.
- Large and involved levels to keep you playing for a while.
- Really oozes with tense atmosphere from start to finish.

AMIGA GOLD FORMAT **93%**

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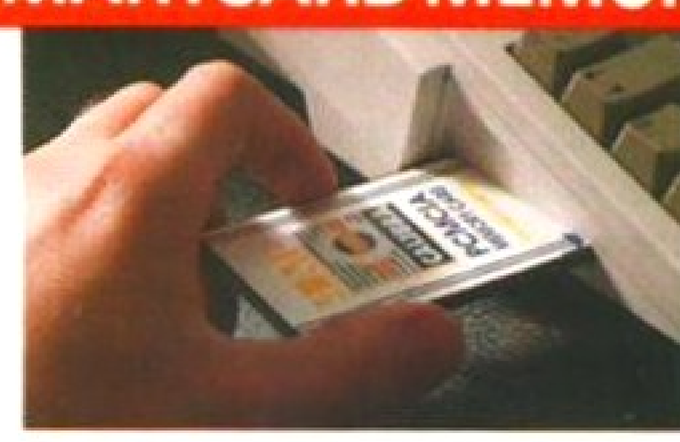
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The Bitmaps are back! Famous for such Amiga classics as Speedball 2 and Gods, the Brothers have spent the last year in a country hideaway, only recently emerging armed with a strange box marked 'Chaos'!



Our two heroes make sure that the frog doesn't talk... In *The Chaos Engine*, massive amounts of fire-power are all.

The Chaos Engine



"Node activated. Exit open." A sampled voice emerges from the monitor's speakers , and believe me, it's never sounded so good…

1991: Renegade brought us the Bitmap Kid, shade-wearing star of *Magic Pockets*, which received critical acclaim and won its star an appearance on TV. After over a year in development, the next game on from *Pockets* brings a whole Bitmap Gang to your Amiga. This gang is cooler than cool, but they are not likely to show up on Saturday morning telly. No, this group of mercenaries are more likely to be seen on the set of *Bladerunner* than anywhere else. The Bitmaps are back with a vengeance, combining solid gameplay, atmospheric sound and that distinctive graphical style that adds their touch to each game.

Let's play catch up

The Chaos Engine revolves around two players, chosen from the six available characters, which are controlled either by two players or one human and your Amiga. Each character has different abilities and armaments; for instance, the Gentleman is quick but he can't take much damage, while the Navvie is slower, but can sustain loads of injuries.

The two chosen players run independently through the 16 levels, which scroll around so that both players are always on the screen at the same time. If you're playing two-player, then each character has to wait for the other to catch up before he can move on; but in one-player mode the computer generally follows you around anyway, only taking the initiative if there are plenty of goodies to be had. Actually, this is just me being cynical – the Bitmaps have done very well building intelligence into the computer players.

NEEDS 1 MEG

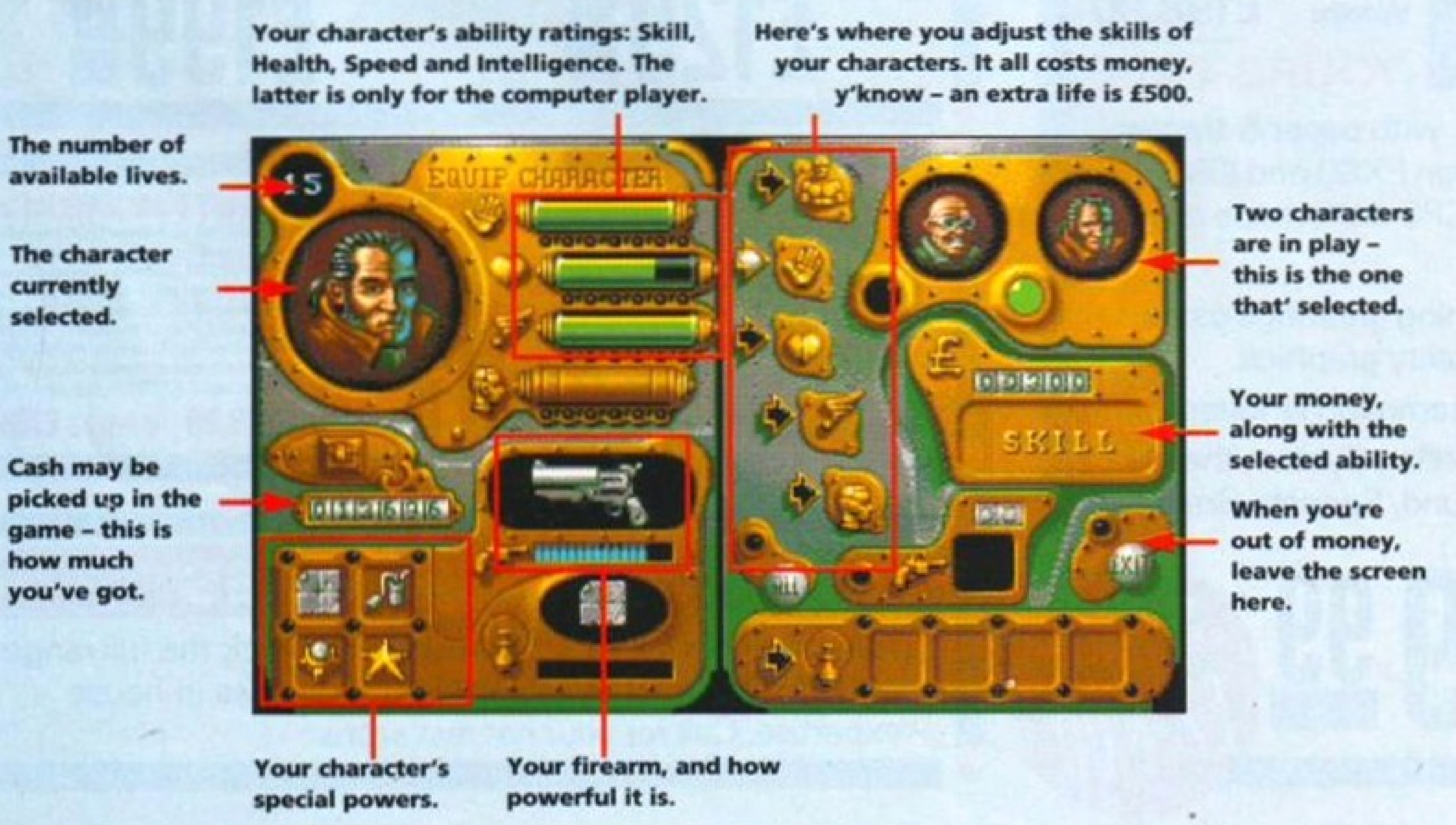
CHAOS ENGINE is available from Renegade 071-481 9214

Although you will always be the stronger force, the automatic player is certainly a worthy addition to a team, not just another spare part to have along for the ride. The monsters' intelligence is rather impressive, too; they won't walk into your line of fire, but instead they will manoevre themselves into a position where they can shoot you without being hit.

The levels are split into four worlds, each with a completely different graphical style, (see next page). The differences don't stop there, though, because each world throws up entirely new challenges for you to puzzle and ponder (as well as loads of new monsters for you to blow to Kingdom Come). While playing you will often find yourself at a loss, because you seem to have done everything you can, and yet the magic words "level complete" have not been spoken.

On closer inspection of a set of gargoyles, or of one of the strange rock formations, you

WHAT'S IN STORE DOWN AT THE BITMAP SHOP?





The guys come across an impassable section of sewer – so they naturally attempt to blow the hell out of it anyway – just out of spite.



There are some really creepy-crawly enemies around, but here we have the strangest. As you walk past these portals, bolts of fire burst out from nowhere. Urgh.

will notice that there is something a little strange about one of them. Maybe it is facing a different way, or there is a subtle carving which doesn't appear on the others, but definitely different. This is part of the puzzle element of the game, where you don't spot the obvious until you've almost given up hope.

Then, a simple shot from your weapon or special ability will remove the strange object, uncovering a set of keys which enable you to move on. On first sight, the game seems like an out-and-out blast, and a very good one, but subtle puzzles such as this make it head-and-shoulders above anything in the genre.

The special ability is a specific weapon or aid given to each player, in order to help define his role in the game. The real hard-knock characters are given really meaty special abilities, such as bombs and dynamite, while the gentleman is equipped with a map, and the preacher has a first aid kit. Although this ability is already with them, you can't actually activate it until you pick up a power-up, cunningly titled 'special power.' These are strewn throughout the levels, and up to six may be stored by each player.

" Solid gameplay, atmospheric sound and distinctive style "

The special powers come in useful at certain points throughout the game, but not as useful as weapon power-ups. These can sometimes be found in the game, or bought from the shop for a large amount of money, but either way you must arm yourself well for the later levels. The first few give your fire extra power, but later power-ups actually give you more bullets, so confrontations with the more vicious monsters are slightly less one-sided. Eventually, after parting with a few thousand credits, you'll be heavily armed, but fortunately your player doesn't slow down under the extra weight.

The money monster

Money may be gathered by several means: the monsters drop one of several currencies when shot, and these may be picked up for varying amounts of credits. Sometimes lucrative stashes of loot may be uncovered by picking up a set of gold keys, and then it's a race to see which player can gather the most cash. Often, it becomes a real-life fight as well, with the two players trying to physically stop the other from being greedy – at least, it gets that way after several hours of constant play.

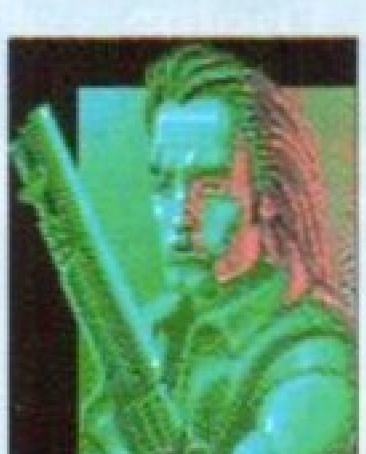
To make your way through the game, you must locate sets of silver keys. When these are picked up, a blocked passage will become unblocked somewhere on the landscape, enabling you to advance further into the game. Picking up keys will almost always activate other monsters, so watch out for quick ambushes after you've stolen your booty.

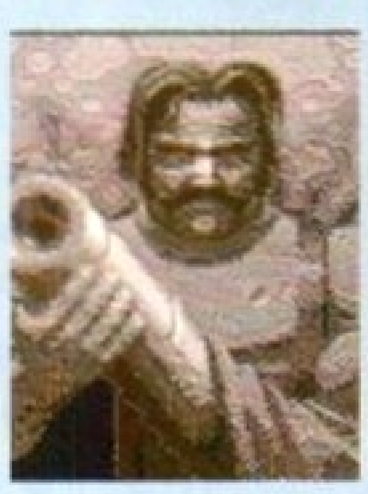
The main point of the game is a no-holds-barred shoot-em-up, where the object is to race around shooting monsters, gathering treasure and looking for the exit. But it's not quite that simple, because the exits are actually closed until you find and shoot the right objects to open them. These objects are called nodes.

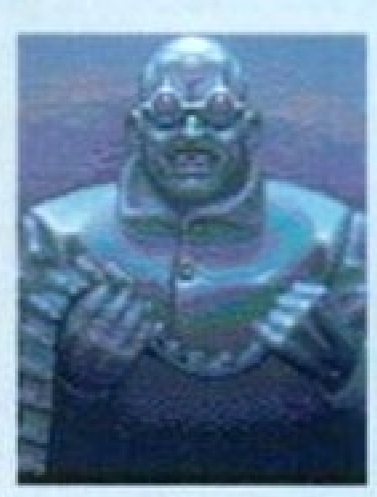
Nodes are located in varing numbers at set points in each landscape. They look a little bit like totem poles, and when activated they turn into something resembling a chess-piece with a ring moving up and down the stem. Only

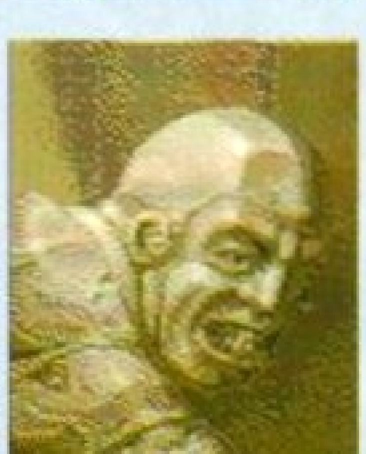
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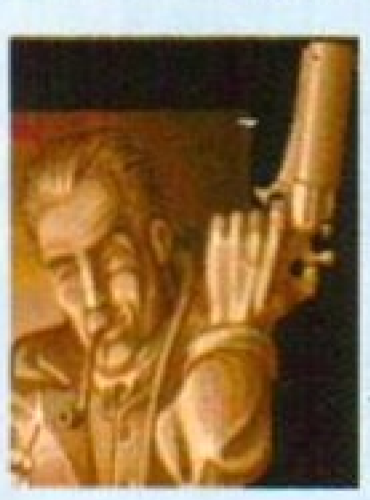
CHARACTER ASSASSINATION


BRIGAND
He's an all-rounder, with three special abilities. Don't be fooled by his big gun – it's not very powerful. First special – shot burst.

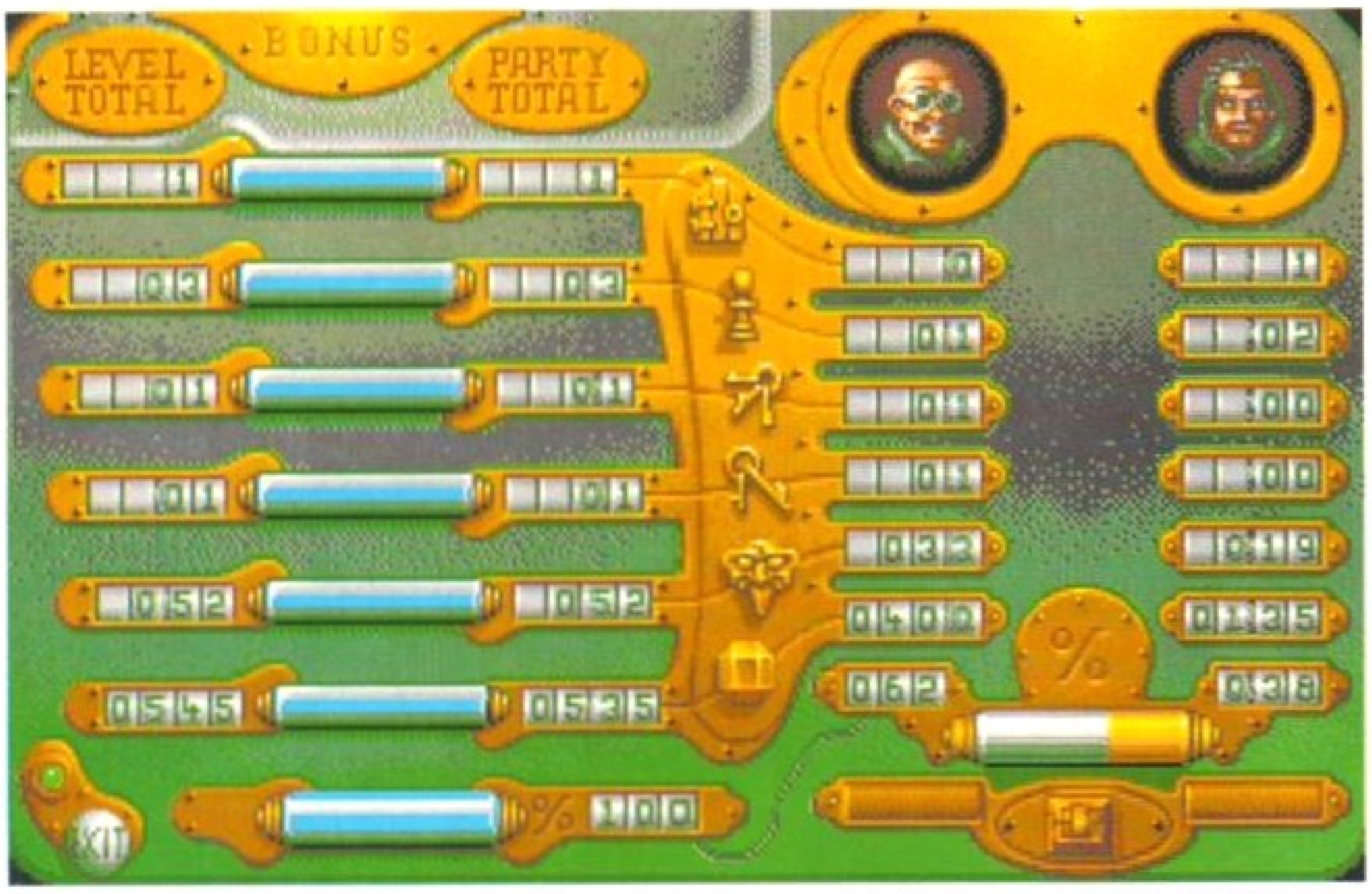

NAVVIE
The strongest character, with a heavy gun so he's quite slow. Limited abilities, low intelligence. First special – dynamite.


MERCENARY
Another good all-rounder, with average speed and intelligence. He can have up to three specials. First one – bomb.


THUG
Stupid but strong, apparently based on Renegade's, Project Manager Graeme. First special – Molotov.


GENTLEMAN
Very intelligent, but has a weak weapon. Very fast, with four specials. First special – map; so he's good to have around.


PREACHER
Smart and fast, but low stamina. First special – first aid. Similar to Renegade's Tom Watson, apparently, but with more hair.



This is the stats screen which appears after each level is complete. It gives you (left to right): total pick-ups available, total pick-ups achieved and pick-ups assigned to each player, with percentages.



"Coooeee! Over here!" The monster stupidly thinks that we're waiting above the screen – but no, we've got him...

when all the nodes from a level are activated does the exit open. Some levels actually have more than one exit, so shooting different combinations of the nodes opens different exits. If you manage to shoot all the nodes on such a level, you will find a small A or B above each exit, and you must take your pick.

Run the Gauntlet

As you may have gathered by now, *The Chaos Engine* is a complicated game. You can play it as a fast shoot-em-up, but to get full enjoyment out of it some thought must be employed to work out the patterns and strategies involved. The statistical panel which appears after completion of a level tells you just how much loot, keys and nodes were available, and just how many were actually collected – including percentages. You will sometimes be surprised at how low the percentage is, because you thought that you had collected everything from the level. This makes you want to play the level again and again until you manage a decent percentage.

The amount of work, playtesting and detail gone into the game is obvious from the start. All the usual stuff is there, such as the Bitmap metallic graphics and the Bitmap shop. But also, if there is such a thing, the Bitmap attention-to-detail is as obvious here as it was with *Speedball 2*. The way your characters move, the way their guns recoil, the way the monsters get knocked back when shot, it's very detailed and technically very clever.

Tehcno techno techno

The music always suits the mood, and while it's mostly techno, it never gets repetitive. The sound effects are superbly sampled; from the reassuring voice that informs you of your collections and exit status, to the satisfying 'chink' when you pocket some coins, they are subtle and fit the game well. Added touches, such as the cricket samples which constantly play while you're running through forests, add much to the already tense atmosphere.

If there was one criticism, it would be the lack of momentum on the characters, which worked so well with *Speedball 2*. It's obvious on later levels why this wasn't included – the amount of monsters, characters and fire-power the programmers have crammed on screen with hardly any loss of pace is incredible.

Yes, it's derivative of lots of games such as *Commando* and *Gauntlet*; but it's done so well, and includes so much detail, that all that is forgivable. On one-player mode, with just you and your Amiga against the nasties, it's a great game. Add a second joystick, with a mate attached to the end, and it becomes a classic.

Andy Nuttall

WORLDS APART



THE FOREST
This is a world of swamps, mud-pits and pond-life. This includes mutant frogs, swamp-monsters, and, if you look carefully, you can even see a mushroom...



THE WORKSHOPS
Pink, very pink – but don't let that fool you, this is far from a soft level. Here, you see the guys in a macho pose, waiting for some monsters to come along.



FORTESQUE MANSION
The two heroes come across some nightmarish brutes hell-bent on squashing them. Problem is, they are not on the same level, so shooting them is difficult.



THE CELLARS
The final level, complete with lethal ice-hockey pucks and phenomenally tough lightning balls. Oh, and there are some puzzles involving sewers too.

The Chaos Engine
£25.99

- **Classic Bitmap style: metallic graphics, impressive sampled sound FX and music, and polished presentation.**
- **Superbly laid-out manual, which is clear and easy-to-follow.**
- **Some might find it all a bit too derivative.**
- **Phenomenally good to play, especially in two-player mode.**
- **One of the best shoot-em-ups to date.**

AMIGA FORMAT GOLD **90%**



Aaaaahh, remember the good old days of the Austin Ambassador, Boy George, Kajagoogoo and that great arcade game *Tempest*.

Vector Storm

INOVAgames ■ £25.99 ■ 010-4922 1875 126

Remember the classic arcade game *Tempest*? It was one of the pioneers of arcade entertainment, from those early days when the digital universe was made up of vector lines and you really could play a decent game for only 10p. Times change though, the cost of gameplaying in an arcade has risen as economies have crumbled and *Tempest* has been all but forgotten. But then suddenly… along it comes again under the guise of *Vektor Storm* (yes, that really has been spelt with a 'k') and an inflated price-tag.

For £25.99 it's a revival of the age-old legend. Battle your flimsy, vee-shaped craft down a series of peculiar towers by wiping out waves of what are presumably alien craft, in order to crush the motherships and render another species extinct in true humanitarian tradition. It's a great game and no mistake. Addictive and frantic, but to be honest, a second-hand *Tempest* arcade machine can't cost much more nowadays, can it?

Paul Tyrell Verdict **60%**



And the winner of Miss Scandinvia year 827 AD, is the most delightful Asa Borkdaughter, a decent piece if ever there was one.

Ragnarok

Mirage ■ £34.99 ■ 0260 299909

Ragnarok is a struggle between good and bad depicted on an eleven-by-eleven board. One player plays the good gods, whose objective is to transport the Odin piece from the centre to one of the four corners. The other plays the bad gods. Their objective is to stop Odin reaching the corner by capturing him.

The animated conflict between the pieces is entertaining and the computer opponents are reasonably good, each of them has their own characteristics, although they do seem to slip into stalemate fairly easily.

Two minor problems: the 3D viewpoint means it's possible to 'loose' pieces behind others. Also, the cursor, used to move pieces, has a habit of disappearing under players when there's a group, and you can't always tell which player you're pointing at.

***Ragnarok* is not dissimiliar to chess and reasonably playable, although at £34.99 it's a tad expensive.**

Richard Baguley Verdict **60%**

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Creatures





Yeah! This is what every cute platform game needs – fluffy things meeting the business end of a chainsaw. This is the first of the puzzley torture screens, and you're supposed to be saving the fluffy, but I'd rather sit back and let nature take its course.

The title of this cute 'n' fluffy platformer is also a rather cunning acronym: Clyde Radcliff Exterminates All The Unfriendly Repulsive Earth-ridden Slime, or to be more concise, *Creatures*. Contrived, mais non. The full title cryptically gives away the plot, but if you can't manage to work it out here's a brief rundown of the essentials. Cute aliens land on Earth, find nice empty island, everything hunky dory. Nasty demons arrive, kidnap all the aliens except one. You're that one alien, Clyde, and you've got to rescue all your mates.

Creatures is actually a conversion of a C64 game and was (according to Trenton Webb, ex-***Amiga Format*** man and now editor of *Commodore Format*) one of the best games of 1990 on that format. Yes, 1990. What we have here is a three-year-old platform game that's almost a straight copy of the 8-bit original. Still, there's nothing wrong with sticking to a winning formula. Let's face it, every English national sporting side sticks rigidly to the same squad until they get soundly beaten by a developing country with a population smaller than the Halifax Town FC supporters club. OK, maybe there can be some problems about sticking with winning formulas, but surely after three years *Creatures* is going to take advantage of the superior capabilities of the Amiga?

CREATURES is available from Thalamus 0494 474713

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Bonny Clyde

The basics of the game are the same as the C64 original, and any other platformer you care to mention. Clyde has to go across a platform landscape taking out the baddies blocking his path and making it to the end of the level. Nothing outstanding here, but there's the usual amount of fun to be had from working out how to get past the difficult parts, and from discovering a new, nice-looking level.

Like most platformers, *Creatures* has its own 'novelty' bits, designed to make you think that it's a bit different. As you go through the game there are special creatures that can be picked up and exchanged in a shop at the end of each level for more powerful weapons. Once you've finished a couple of levels, you have to rescue a fluffy chum from a torture machine. This sub game takes place on a single screen, and as long as you've bought some decent power-ups in the shop it's very easy.

So, it's an average platformer but is it any fun? The levels are pretty dull, and only the odd bit of water livens them up; you can ride on a leaf across waterfalls and go swimming underwater, à la *New Zealand Story*. But it's not just dull. It's slow. Clyde plods around the screen at a really pedestrian pace which only emphasises the general dullness of the thing.

There are other frustrating aspects to *Creatures*. The game is full of smooth slopes, but as soon as you try to walk Clyde up one of them, you discover that you have to treat them as though they were blocky steps and jump up. And the collision detection's a little precise too. To make some jumps you have to be in absolutely the right place – usually with most of your character magically standing over the edge of a platform.

Even the early baddies need several hits to destroy them so you'll find yourself playing like a madman – plodding along to reach the next baddie and then pumping the fire-button like a maniac to take the thing out.



Finish a level and you visit this brassy looking witch. She'll give you some power-ups in exchange for the creatures you've grabbed on the last level.

Few creature comforts

For all its annoying faults, *Creatures* still hangs together enough to give a platform addict a few hours of enjoyment, but it's only got six levels and three puzzle screens, so don't expect it to last forever. Unless you're dying for another platform fix, there's not much in *Creatures* for you.

It's only an adequate conversion of the C64 game, and seems to have slowed down and lost some indefinable 'umph!' in the process. And even if you do like it, there's not enough in the game (variety or size) to keep you playing for very long. In a budget range this might have been worth a gamble but at full price it just isn't up to scratch.

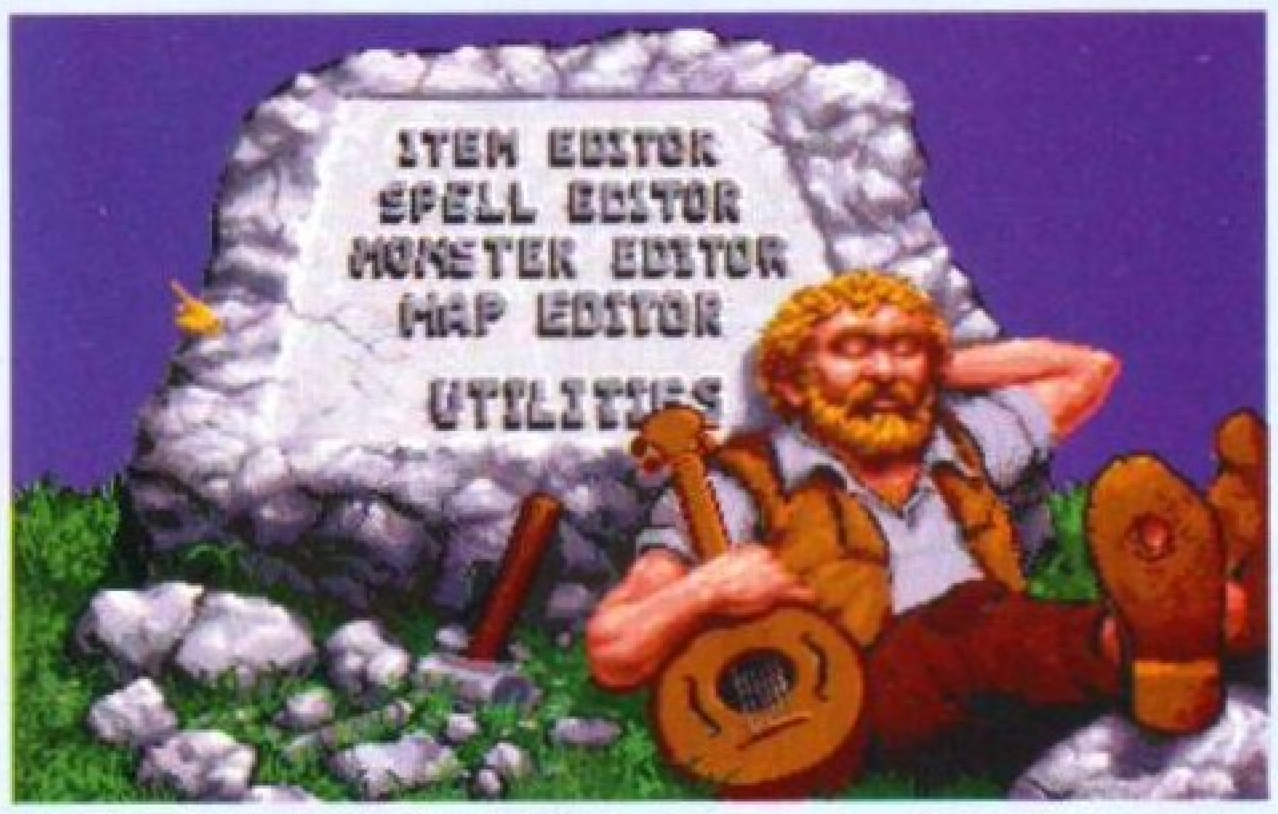
Chris Buxton AF



Creatures
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- **An adequate enough conversion of a cracking C64 title.**
- **Hardly expands on the original at all.**
- **Torture puzzle screens are funny but no challenge whatsoever.**
- **Slow paced and graphically uninspiring.**
- **No passwords, but it's not that big anyway.**
- **Too pricey for a game of this standard.**

AMIGA FORMAT Verdict **63%**



BTCS requirements: one friend, lots of time and an obsessive desire to spend hours in front of an Amiga.

The Bard's Tale Construction Set

Interplay ■ £29.99 ■ 071-700 1857

Hands up who remembers *The Bard's Tale*? Good, now put your hands down, because a) you look stupid, and b) it was only a sort of metaphorical gambit designed to draw you into the review.

The point I'm making is that *The Bard's Tale* is getting on a bit. It was one of the first RPGs to reach the mainstream, but with the likes of *EOTB2* and the upcoming *Hired Guns*, it's doubtful anyone would now want to build their own dungeons, let alone find anyone else who'd want to play with them.

Nevertheless, this is what *BTCS* is for. Entire new maps, monsters, items and spells that can be created and saved out as a complete executable game. In something approaching foresightedness on Interplay's part, they've seen to it that you don't need a copy of the original game to run this one. Hooray.

The most interesting part is the Monster Editor, because here you can be the cruellest. You basically have to fill in the blanks and make sure you don't make the giant spider so darn tough it's impossible to kill it. Each type of monster has a picture associated with it, which can also be changed. There are about 30 preset, but you can draw your own and import them if you want something more exotic, such as a Davro Troll or That Bloke From The Werther's Original Advert Skeleton.

When it's all working together fairly well (you can test the game at any time), choose the Build Game option and it's all saved out in one runnable lump. And that's all there is to it.

You'd have to be a pretty serious Bardhead to want *The Construction Set*. Planning a world is a time-consuming task, and unless you've got a friend who'd want to play it, there really isn't much point. Come to think of it, your friend would have to be fanatical too; the graphics and gameplay are primitive by today's standards. And although there's nothing complicated about using *The Set*, its presentation isn't exactly sophisticated, being mostly text-based and of a typed-in-from-a-BASIC-listing appearance.

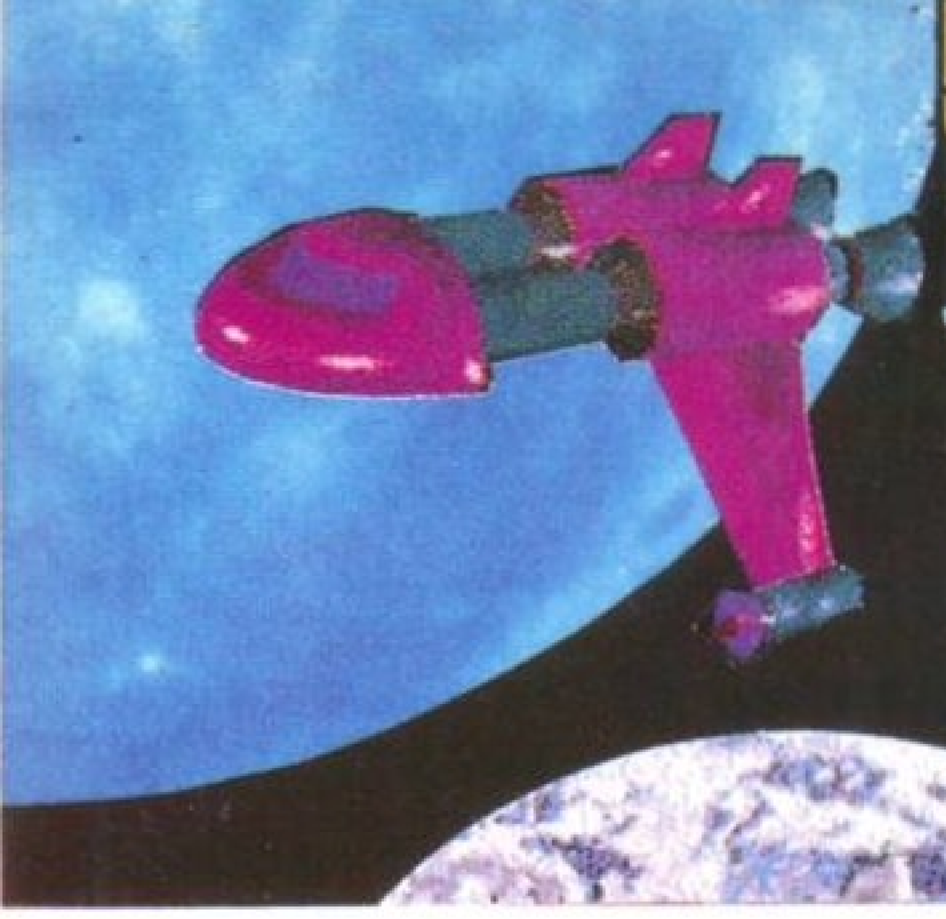
As far as it is, *BTCS* is a good piece of software that does its job well, but you can't help feeling that an *Eye of the Beholder 2 Construction Set* would have been a better idea.

Verdict 66%

Ed Ricketts



The Monster Editor: here you can look through all the monster pictures, which provides at least two minutes of entertainment.



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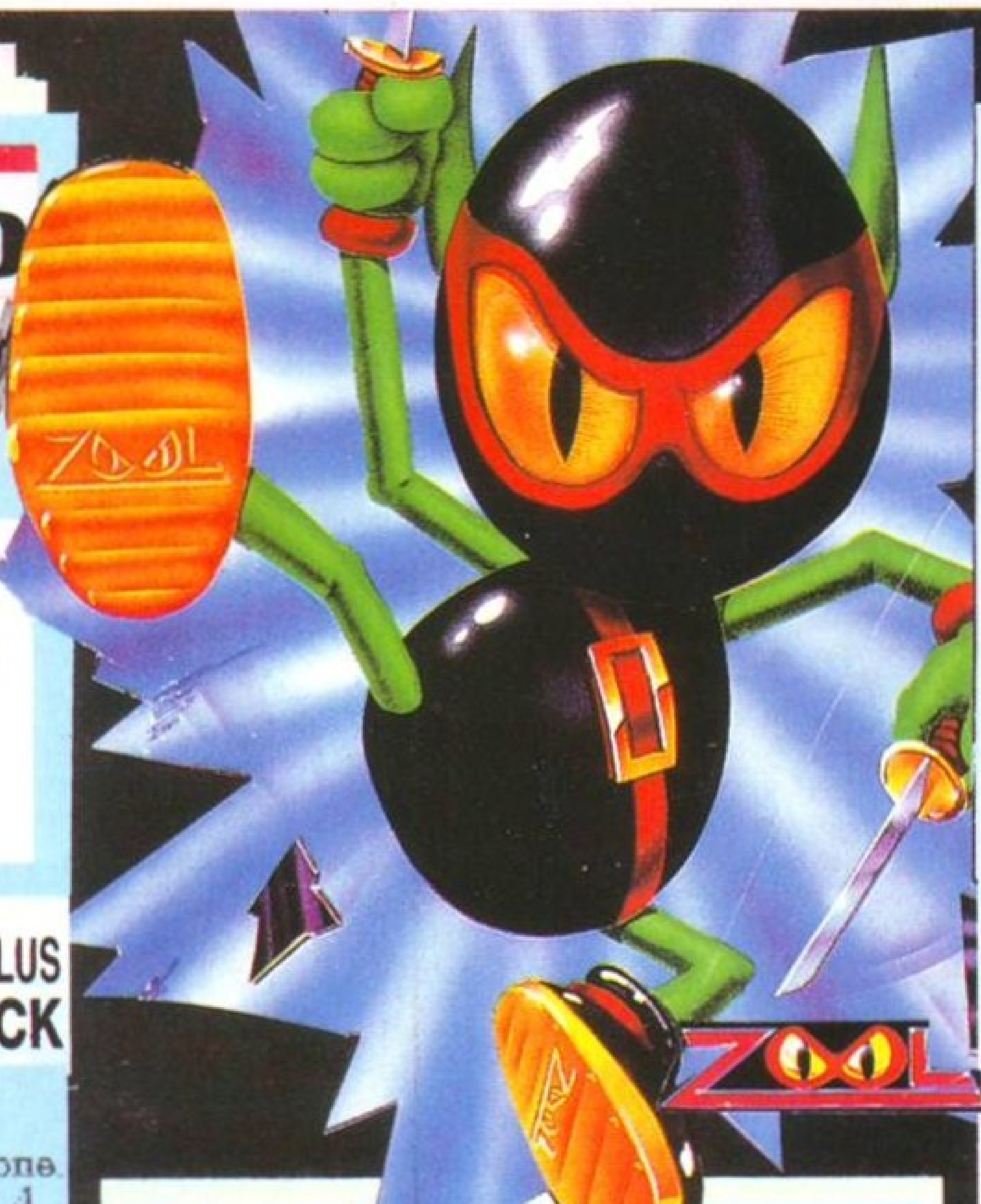
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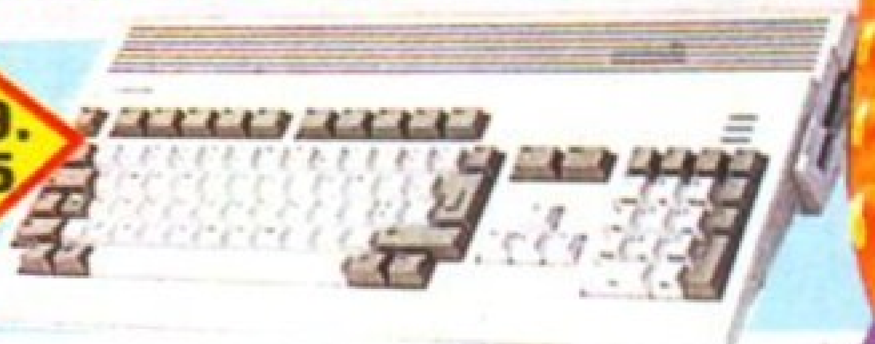
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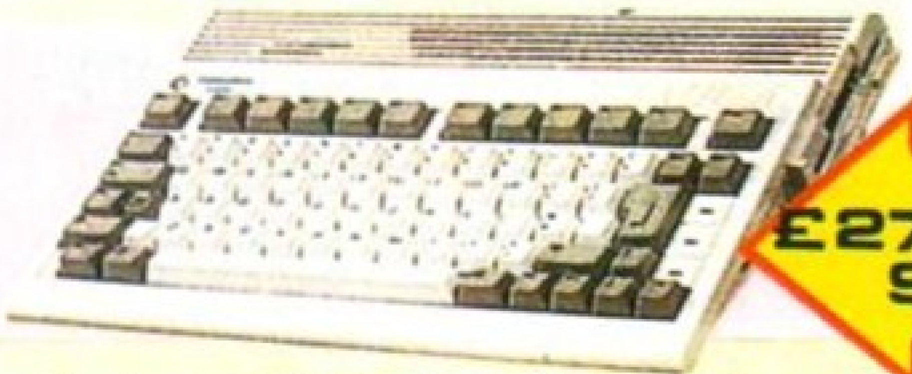
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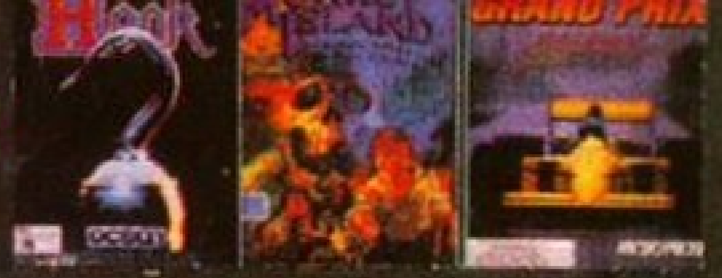
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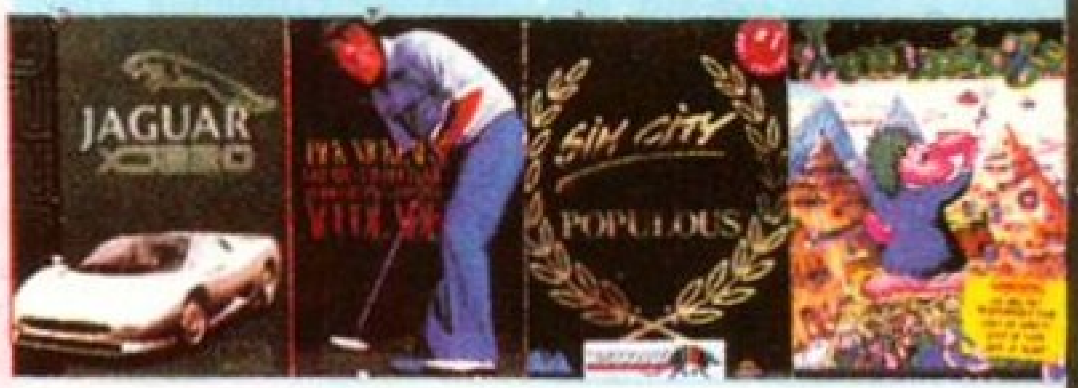
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If you like the strategy or trading genre, read on. If you're into shoot-em-ups with plenty of gratuitous violence, hacking and slaying, then we suggest that you keep on turning the pages.... because this game will appeal to you about as much as being run over by an express train...



If you don't know what's what in the game, the program knows a man who does. These help screens are available for all of the options and are an extremely useful feature. (*How come Marc Almond got a cameo role? – Ed.*)

A-Train

So, what's it all about, then? Well, suffice to say that we're dealing with a near-god game, only this time you're not completely omnipotent, and you do get pursued for your overdraft. It's empire building time once more, but, surprise, surprise, it's about railways. Not only that, but creating towns and cities around these railways, and recouping the investment you put into them. "Ahah!", I hear you cry, "a clone of *Railway Tycoon*!" Well, close, but not quite. It is similar, but the emphasis of the two games is completely different.

You start off with a large wad of dosh and a landscape just waiting to be concreted over. You lay down a set of tracks, build a couple of stations and buy yourself a nice modern freight locomotive. Run this for a few days, and you'll build up a good stock of materials. Now comes the difficult part: what sort of buildings do you go for? Are you going to build a factory or a residential area? Or how about a ski resort? The world, as they say, is your oyster. Unlike *Railway Tycoon*, this game also involves building up the cities.

If you're planning lots of expansion, you'll need to approach the bank for a loan. No problem, but watch out for the interest rates. Invest this dosh in expanding your empire, and if you've any left over, why not play the stock market? How about a few hundred shares in Heavy Water Chemistry PLC? Again, feel free, but beware. As stockbrokers never tire of saying: "The value of stocks and shares can decline as well as increase."

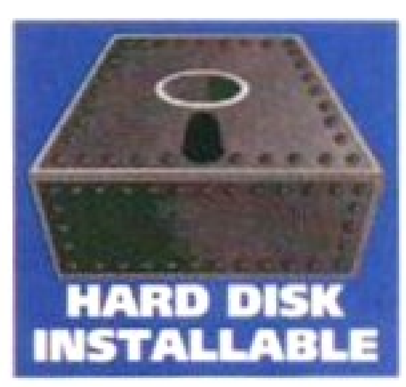
Speculate to accumulate

So your empire continues to expand. You lay new lines, buy new buildings and move into commercial wheeler dealings. But don't forget the loan you've taken out, because in a few years time the bankers will be knocking on your door and politely requesting their money back, plus interest.

Assuming you're still surviving after a couple of years game time, you may want to move into even bigger things. You can build stadiums, amusement parks, golf courses and hotels. But make sure that you've got a good supply of materials and a good passenger network supplying them, because this is the life blood of your empire: people and goods moving back and forth. Owning several hotels near an amusement park is all very well, but if you haven't got any passenger lines reaching them, how are people going to get to the park in order to give you their money?

And so it continues, until the face of the Earth is covered with your railway lines and your apartment blocks stand on every corner.





Well, perhaps it's not quite that big. There's no end as such to the game, but once you've got $42 million in loose change floating around, it's fairly safe to assume that relatively little could happen to destroy your network. Thus, the game gives you the option of giving it all up and starting again. But I wouldn't worry about that at the start. Reaching that point will take many years of game time and several weeks of real time, depending on the scenario you start on. There are several included in the game, ranging from

AN IDIOT'S GUIDE TO REAL ESTATE.



Flats: probably the first things you'll build. A good source of income.



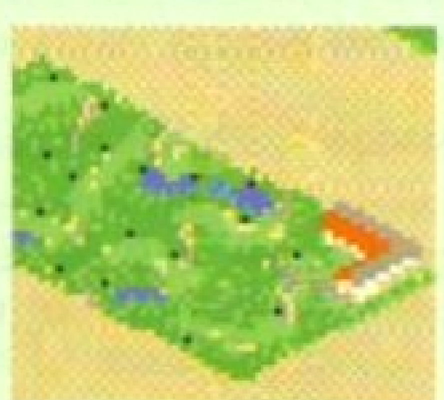
Factory: creates building materials, which you can use for construction.



Commercial: shops and offices are useful facilities to encourage people to live nearby.



Hotels: position them as near as possible to your recreational facilities.



Golf course: this can be profitable if it's sighted correctly near large cities and hotels.



Amusement park: watch out for the firework displays on Saturday evenings in summer.



The main playing area for the game. My trains run from the station at the top right to the station at the bottom left. All of the apartment buildings near that station have been built by me. In fact, it's mine, all mine.

a green field new town area, to the major restructuring of a large city network.

This is not a fast game: even a small game such as the new town scenario will take several hours before you get anywhere, and some of the bigger scenarios (such as building railway lines and populating the San Francisco bay area) will take many days of play, and several years of computer time to even begin to get close to the objectives. You'll also have to be patient to see the fruits of your labours, so don't build an apartment block and tear it down if it's not making a profit within a few days. Patience and long-term strategies are the name of this game.

In-game sound effects are present, with all the chuffa-chuffa and clankety-clank train-type noises you'd expect, as well as some music. Regrettably, this is irritating and reminds me of the sort of thing you'd hear in an elevator, so it's best turned off very quickly. You can also alter the speed of the game, and if you're running on a faster machine, you'll probably want to slow it down a bit.

" Once you've started playing this game, it's very difficult to stop "

A-TRAIN is available from Ocean on 061-832 6633

The game can be run in two modes: low and hi-resolution. The first requires 1Mb chip RAM and uses interlaced hi-resolution graphics and another 512K of fast, and the second only 1Mb of RAM. The hi-res mode shows a larger area on the screen, but at the price of the usual interlace flicker. It's also painfully slow to scroll around the playing area in this mode.

The manual is well written, and contains a pretty good section on the development of railways over the world, which should be of use to interested players. It's well written, and contains several tutorials ranging from how to lay curved tracks to how to make an amusement park pay.

Also included is a wide range of background information, including a potted history of several large and small railways. For instance, did you know that a surveyor is known as a 'Mud Chicken', and a railway policeman is known as a 'Cinder Dick'?

Stay on the right track

Overall, it's pretty easy to control the game. There's on-line help, and the icons are pretty obvious. The area that you can see when running in low-resolution mode is small, and it's not possible to lay long lengths of track in one go, but this is more of an inconvenience than a problem. It's also easy to see the whole playing area via a satellite view, which shows you the positions of all the buildings, the trains and the materials.

I really do like this game. Once you've started, it's difficult to stop. There are plenty of possibilities, and no one 'correct' way of winning. As many successful solutions exist as there are possible paths for the tracks.

The scenarios with the game provide a wide range of challenges in a variety of situations, and it's got plenty of lasting appeal. Several scenarios are extremely complex, and will require a great amount of thought.

So what on Earth are you waiting for? You've seen the highball, so let's ball the jack with a tail over her back. We've got a full auxiliary, so let's keep on rolling until we make that last call at that great terminal in the sky, and anybody who jumps the birds is a pocatello yardmaster.

Translation: you've seen the signal that the line's clear, so let's make a run with this steam train, driving her so fast there's a plume of smoke over her top. We've got a full lunch basket, so let's keep going until we die, and anybody who jumps from the train is a fool and a liar.

Richard Baguley

LET THE TRAIN TAKE THE STRAIN



We start off with a virginal landscape, ripe to develop...



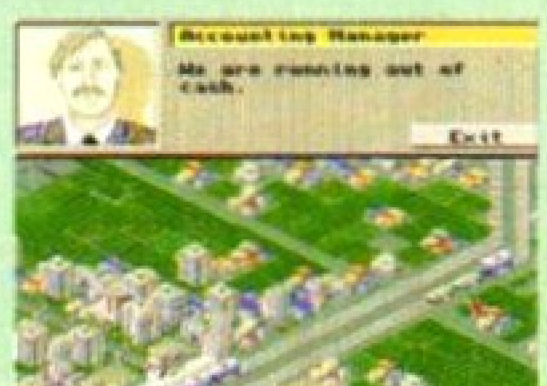
...so we build a railway line, stations and buy some land...



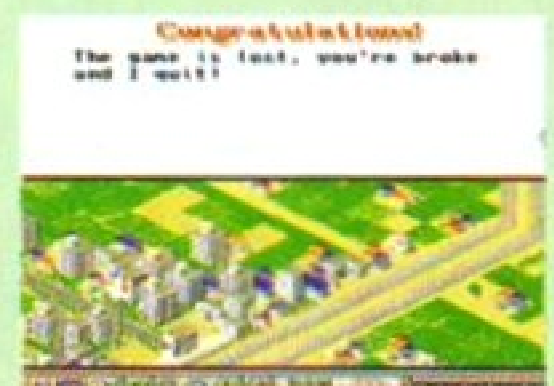
...adding a passenger line, a factory and a few flats.



Winter: removed factory and altered the railway lines...



...miserable git. So what if I'm skint? Town's buzzing!...



...oh dear. Perhaps I should have listened to him.

A-Train
Maxis ■ £34.99

- Complex game, but a good control system and on-line help screens.
- Similar to *Railroad Tycoon* although the emphasis is completely different.
- Extremely irritating music, of the elevator variety. Switch it off.
- Not a game that you'll finish in a day, or even a week.
- Your chance to build a railway line through your enemies' back garden.

Verdict 84%

IT'S A MONSTER!

"It" is the latest edition of the highly informative and frequently amusing video games organ, GamesMaster, and a more monstery publication it would be hard to imagine.
This month there are reviews of *Streets of Rage 2, Mutant League Football, Dragon's Lair 3, Super SWIV*, and more.
You will also find the opportunity to enter all manner of entertaining and exciting competitions, contests and challenges.
It's available now at all good newsagents, some supermarkets and a great many garages.





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Presented with the issue are a set of four *Streetfighter 2* postcards, each depicting a character from the mildly popular beat-em-up in a thrilling action pose. The cards are fully functional and can be sent through Her Majesty's Post. There are eight in the set, allowing much common-room swapping and bickering.

FREE! ZOOL



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A prime example of the more gruesome graphics to be found in *Alien 3*. Here, Ripley torches one of the alien pods, which spawn the face-hugging babies made famous by John Hurt in the original film. It's nice to see them back in the game version.


Ripley waits for the alien to fall before pumping it full of grenades...


"Does the name Custer mean anything to you?" The aliens attempt to teach Ripley a lesson.

Alien³

The three feature films in the Alien series offers film-goers three different genres: *Alien* is a suspense-thriller; *Aliens* is a *Terminator*-style shooting and explosion bonanza; while the third, *Alien 3* is a kind of Ealing comedy set aboard a prison planet, where Ripley, the survivor of the first two films, crashes her spaceship. It seems like an Ealing because: 1) – it's full of chirpy cockneys, 2) – there are loads of slapstick routines; and 3) – there is no real violence or suspense at all in the film. That's not to say it isn't good, it's just different, and full marks to the director for making it so.

In space...

Anyway, this game is a tie-in with the latter of the three films. This would be a crackingly good thing, except that it doesn't follow the plot in any detail, apart from the fact that it stars Ripley and an abundance of aliens. Acclaim have spurned the chance of an excellent graphical adventure, capitalising on the unexpected humour of the film, and instead produced yet another platform shoot-em-up.

This has presumably got something to do with consoles which is a shame because the possibilities opened up with the power of the Amiga are tremendous. Also, we could mention the fact that the film didn't involve any kind of weaponry, and yet in the game Ripley is armed with a flame-thrower, a grenade launcher, a pulse rifle, and a set of hand grenades. Hardly ill-equipped, eh? Still, let's give Acclaim the benefit of the doubt, because shoot-em-ups are generally a little bit dull without any weapons.

NEEDS 1 MEG

ALIEN³ is available from Acclaim 0962 877788

The graphics are sound enough, with a good, dark use of colour on the backdrops and an excellent alien sprite, but what's happened to Ripley? Admittedly, in the feature film she looks a bit weird, but in the Acclaim version she's so thin looking she looks like she's been filmed in CinemaScope, and she leans forward when running as if there's a 70mph headwind.

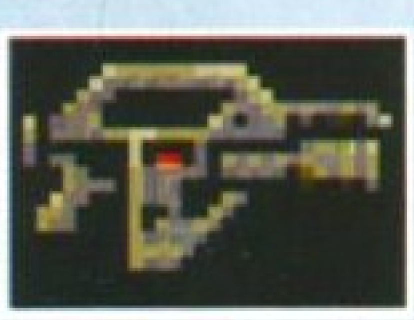
...no-one can hear...

To the game's credit, the characters are quite well animated – Ripley runs, climbs and crawls realistically, with her legs moving in sync – but it loses a lot of credibility in the jumping and leaping stakes.

Alien 3 offers very little in the way of atmosphere. For a start, there's no title music. Acclaim have wasted the opportunity of building up a tense atmosphere before the game by omitting to include a haunting, atmospheric title track, and instead have left it silent – which is unforgivable. Even the title graphics are rather dull, so there's nothing to hook you into the game.

In the game itself you have a choice of either terrible in-game music, or some good (but sparse) sampled spot effects. The doors open with a nice servo noise, the grenades explode with a satisfying boom, but Ripley emits a weak masculine grunt when hit, which

HEAVY ARTILLERY


Pulse rifle: not very powerful, but does make bits of alien fly off in a satisfying manner.


Flame-thrower: a little bit weedier than the wide-screen version, but pretty effective anyway.


Grenade launcher: incredibly powerful, makes a good noise when you fire, and you have 99 of them!


Hand grenade: comes in useful in the many air shafts. Drop one of these, and it's goodbye alien...


A face-off between the two main stars of the game – in fact, they are the *only* two stars of the game...



The aliens' intelligence leaves something to be desired in the game. In the film, this alien would have ripped Ripley to pieces by now, but here he waits until she approaches him...

really doesn't suit her at all.

The list continues: there's no 'blip' noise when the tracker is activated – which added an enormous amount of tension and atmosphere to the feature films. Also missing is the terrifying screech which the big-screen aliens give out when shot – why.

So what of the game? Well, it takes place over 15 levels, which are very large in size, and consist of dimly lit corridors linked up by narrow air shafts where Ripley crawls along – her guns still work in here – just as well because aliens patrol the shafts.

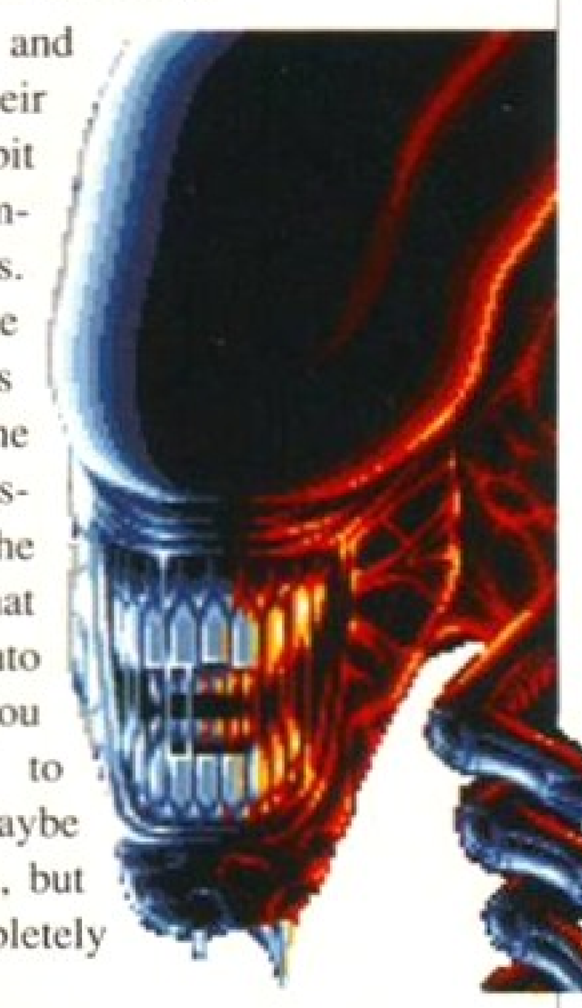
The two basic things to do in the game are shoot aliens, obviously, and rescue people which the aliens have imprisoned. You are given one of three combinations of these tasks, depending on the level: Rescue, where you must locate and rescue the prisoners; Mayhem, where you must kill all the aliens; and Mission, where you must rescue prisoners and kill the aliens.

...you scream

When you have completed a level you must then attempt to locate the exit – which is sometimes quite difficult in itself, especially since you have to try and beat the clock. Yes, there is a time limit as well, which is quite tight, but not impossible.

Killing the aliens is quite easy, when you consider the amount of fire-power at your disposal. You only have a certain amount of ammunition, though, so you have to be fairly sparing. Your pulse rifle uses about ten shots to kill an average alien, but just one grenade from the 99 available will take him out with a flurry of acid and alien bodily parts.

This aspect of the gameplay is great, and this type of gratuitous violence gives you a bit of a kick. Again on the minus side, though, the aliens could do with a bit of intelligence. Instead of homing in on you, they follow set paths, so they are easy to dodge with a little practice; and when they run off screen they will disappear and reappear from their start position – a bit of lax programming, methinks. Also, in some places there seems to be some of the map graphics missing – on one of the levels you find that you can walk into darkness, until you eventually fall to your death. Maybe this is intentional, but I'm not completely convinced.



No, the whole game seems as though it has been rushed out to meet a tight deadline, which is a shame because with a relatively small amount of work it could have been a great shoot-em-up. There is a good game in here somewhere, but faced with the lack of variety, sound and overall atmosphere, it just won't leap out and grab you...

Alien 3
£29.99

- **A strange choice of game for the *Alien 3* licence – an atmospheric graphic or arcade adventure would have been better.**
- **A reasonably good 'feel' when moving Ripley around,**
- **Some nice powerful weapons to shoot the bitch with.**
- **Nob music, which you can switch off in favour of the OK, but sparse, sound effects.**



70%



AMIGA POWER

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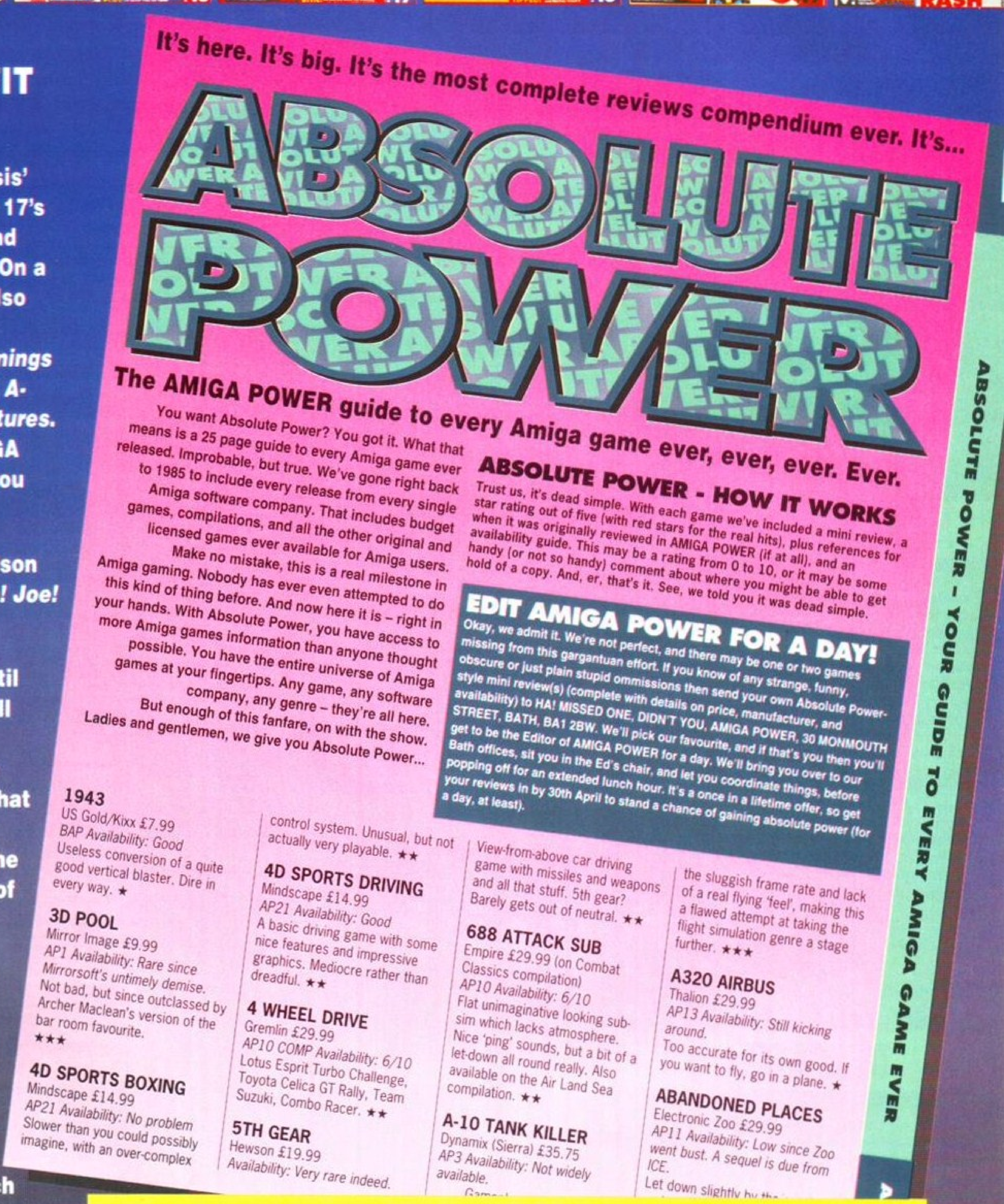
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- The first reviews of Psygnosis' bloodthirsty *Walker* and Team 17's *Body Blows* – how does it stand upto *SFII* for sheer thuggery? On a less threatening note we've also got the very first review of Psygnosis' long-awaited *Lemmings 2 – The Tribes*. Also reviewed! *A-Train*, *Chuck Rock 2* and *Creatures*. You can be sure that the AMIGA POWER team really will give you the full story.

- We take a close look at Hudson Soft's forthcoming release, *Yo! Joe!* You'll be stunned!

- Don't buy an Amiga 1200 until you've read this! We tell you all you need to know about the latest Amiga, what games are compatible with it, and just what the software companies have got planned. We also review the new enhanced 1200 versions of *Zool* and *Sleepwalker*.

- On the coverdisk! *Extreme Violence*, a complete shareware game in which you and friend kill one another; a four-level demo of *Dong* from *The Hidden*, and an exclusive playable demo of Ocean's *FA Premier League Football*, which is all about, erm, football. Actually.



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Trust us, it's dead simple. With each game we've included a mini review, a star rating out of five (with red stars for the real hits), plus references for when it was originally reviewed in AMIGA POWER (if at all), and an availability guide. This may be a rating from 0 to 10, or it may be some handy (or not so handy) comment about where you might be able to get hold of a copy. And, er, that's it. See, we told you it was dead simple.

EDIT AMIGA POWER FOR A DAY!

Okay, we admit it. We're not perfect, and there may be one or two games missing from this gargantuan effort. If you know of any strange, funny, obscure or just plain stupid ommissions then send your own Absolute Power-style mini review(s) (complete with details on price, manufacturer, and availability) to HA! MISSED ONE, DIDN'T YOU, AMIGA POWER, 30 MONMOUTH STREET, BATH, BA1 2BW. We'll pick our favourite, and if that's you then you'll get to be the Editor of AMIGA POWER for a day. We'll bring you over to our Bath offices, sit you in the Ed's chair, and let you coordinate things, before popping off for an extended lunch hour. It's a once in a lifetime offer, so get your reviews in by 30th April to stand a chance of gaining absolute power (for a day, at least).

1943
US Gold/Kixx £7.99
BAP Availability: Good
Useless conversion of a quite good vertical blaster. Dire in every way. ★

3D POOL
Mirror Image £9.99
AP1 Availability: Rare since Mirrorsoft's untimely demise.
Not bad, but since outclassed by Archer Maclean's version of the bar room favourite. ★★★

4D SPORTS BOXING
Mindscape £14.99
AP21 Availability: No problem
Slower than you could possibly imagine, with an over-complex control system. Unusual, but not actually very playable. ★★

4D SPORTS DRIVING
Mindscape £14.99
AP21 Availability: Good
A basic driving game with some nice features and impressive graphics. Mediocre rather than dreadful. ★★

4 WHEEL DRIVE
Gremlin £29.99
AP10 COMP Availability: 6/10
Lotus Esprit Turbo Challenge, Toyota Celica GT Rally, Team Suzuki, Combo Racer. ★★

5TH GEAR
Hewson £19.99
Availability: Very rare indeed.
View-from-above car driving game with missiles and weapons and all that stuff. 5th gear? Barely gets out of neutral. ★★

688 ATTACK SUB
Empire £29.99 (on Combat Classics compilation)
AP10 Availability: 6/10
Flat unimaginative looking sub-sim which lacks atmosphere. Nice 'ping' sounds, but a bit of a let-down all round really. Also available on the Air Land Sea compilation. ★★

A-10 TANK KILLER
Dynamix (Sierra) £35.75
AP3 Availability: Not widely available.
Game...

the sluggish frame rate and lack of a real flying 'feel', making this a flawed attempt at taking the flight simulation genre a stage further. ★★★

A320 AIRBUS
Thalion £29.99
AP13 Availability: Still kicking around.
Too accurate for its own good. If you want to fly, go in a plane. ★

ABANDONED PLACES
Electronic Zoo £29.99
AP11 Availability: Low since Zoo went bust. A sequel is due from ICE.
Let down slightly by the...

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- We won't review unfinished games just to claim an exclusive.
- We don't pander to games publishers – we say what we really think.
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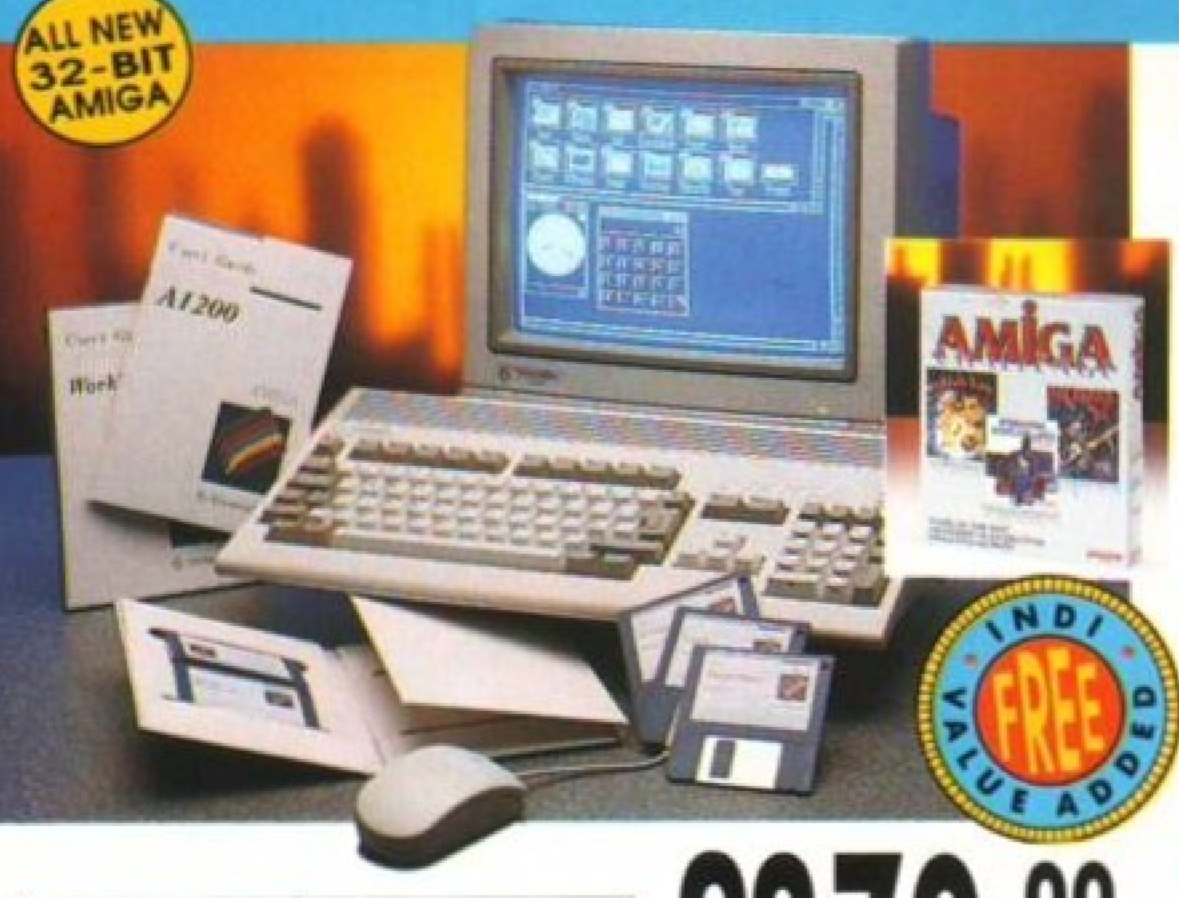
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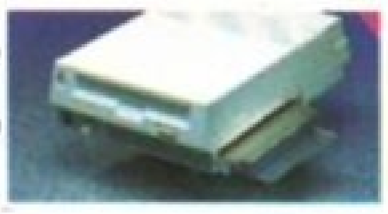


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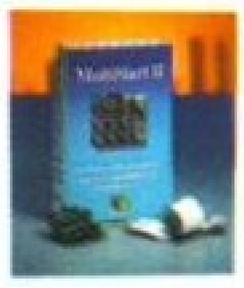




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We then considered that if you were going to buy a Panasonic printer, you would probably need a quality word processing package to use with it. We found that too, in 'Wordworth', yet at a retail price of £129.99 we thought that might be a little too expensive on top of your printer purchase! So together with Panasonic we decided to give a copy of 'Wordworth' free with every Panasonic printer. How's that for added value?

Panasonic KX-P2180



***WORDWORTH COMPLETELY FREE! WITH PANASONIC QUIET PRINTERS** The writers choice. The ultimate word processor for AMIGA computers. Wordworth is undoubtedly the ultimate word/document processor for the full range of AMIGA computers. The graphical nature of WORDWORTH makes producing documents faster and easier, with the enhanced printing fonts (including full Panasonic KX P2180 and KX P2123 colour printing support), Collins spell checker and Thesaurus, no other word processor comes close. "Without doubt this is one of the best document processors for the AMIGA, Today." (Amiga Format).
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The new Panasonic KX-P2180 9 pin quiet colour printer. Produces crisp clear text in mono or in 7 glorious colours with new quiet technology. The new KX-P2180 is typically 15dBA quieter in operation, than the competition.

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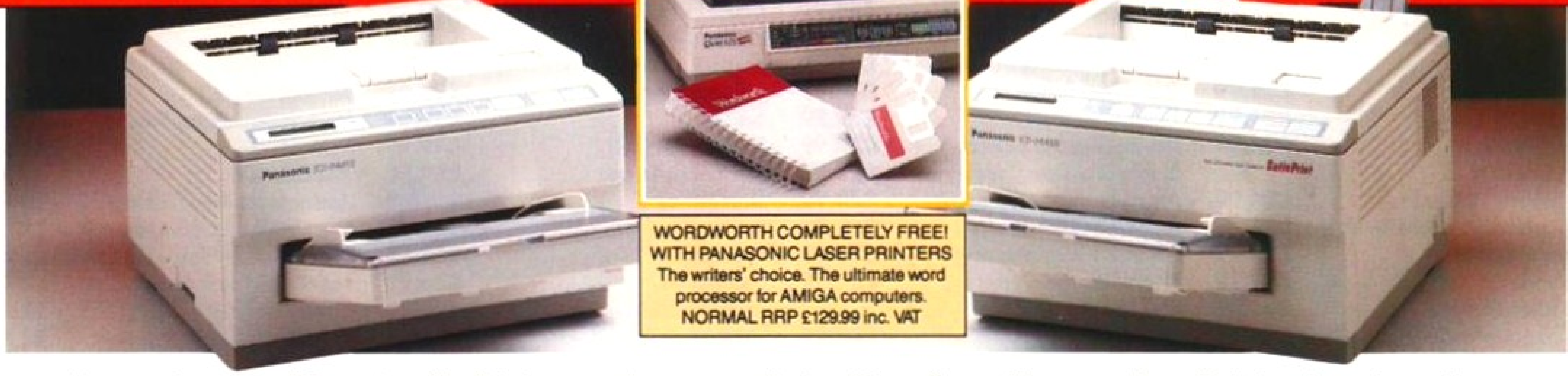
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KXP-4410

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Panasonic 2 YEAR ON-SITE WARRANTY

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- Satinprint (optimum resolution technology)*
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*(Satinprinters use optimum resolution technology to produce truly outstanding print quality. This software technique smooths away traditional jagged edges on curved characters and lines by varying the printed dot size and position)

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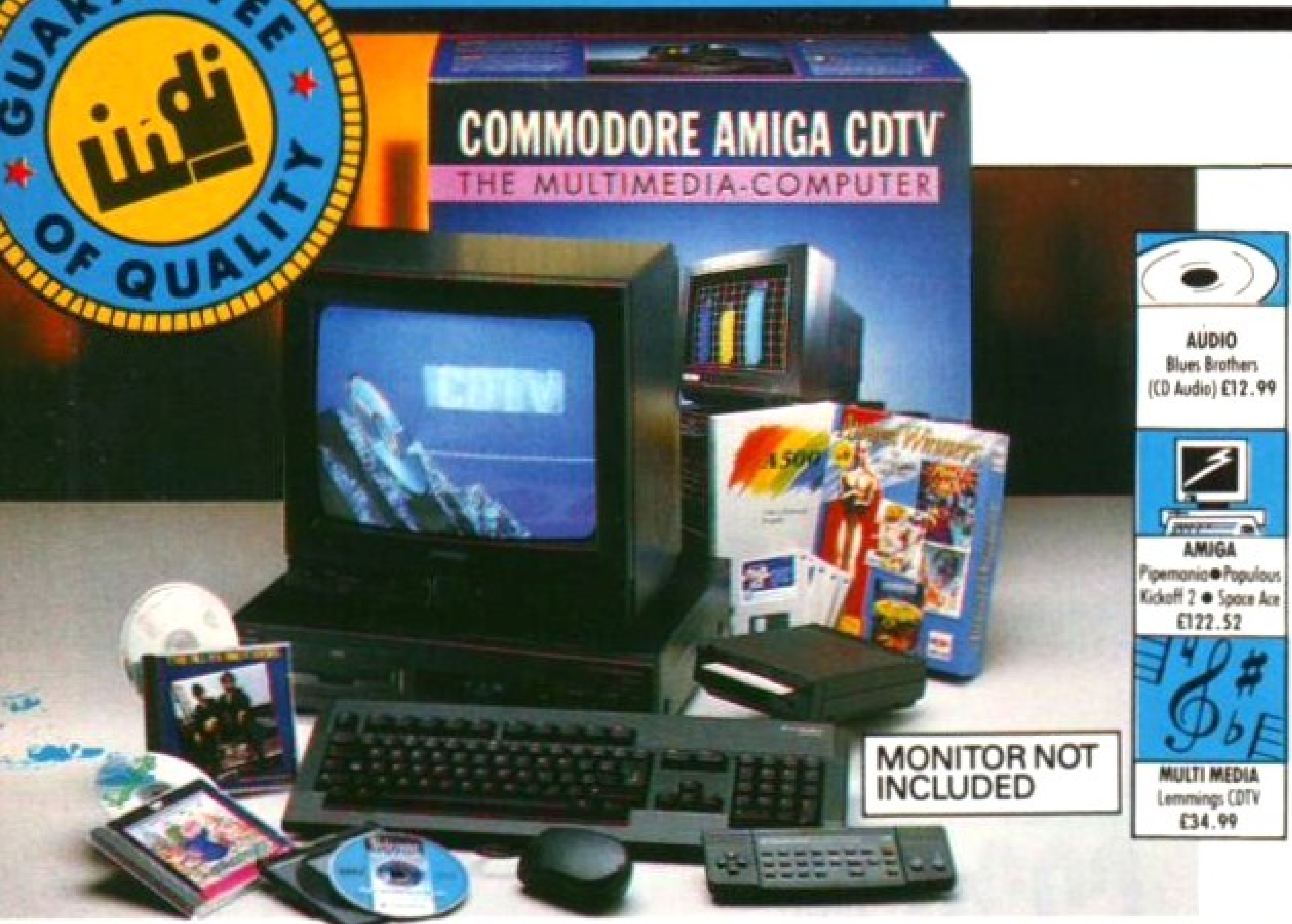
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AMIGA CDTV

THE MULTIMEDIA COMPUTER TOTAL HOME

ENTERTAINMENT SYSTEM



The problem with any new product is that it always takes time for everyone to realise its full potential. CDTV is no exception and in our opinion everything we have read does a pretty poor job of explaining just what CDTV can do and why it is so exciting.

THE INDI GUIDE TO CDTV

IT'S A CD PLAYER – Yes, it will play all your Primal Scream, Pavarotti, Pink Floyd and any other CD you care to mention in superb high quality stereo, with remote infra red control.
IT'S AN AMIGA – Plug in the keyboard, switch on the external disk drive and the colossal range of inexpensive Amiga software can be used on your CDTV.
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CDTV CONNECTS DIRECTLY TO YOUR TV SET

INDI PRICE (INDI VALUE ADDED FREE)

£469.99

AMIGA CDTV SOFTWARE

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AMIGA CDTV ACCESSORIES



THE BRICK-ETTE Just plug in the Brick-ette and use any wired Amiga compatible joystick, mouse or trackball device on the Commodore CDTV. The built-in 8 bit Micro Processor gives the Brick-ette big smarts in a tiny package and makes it easy to use just plug into the remote port and it is ready to go with real time mouse or joystick movement on your CDTV. No loading of driver programs or software. No switches for mouse or joystick. Special settings (with mouse) allow you to blast away with three rapid fire modes & dual fire buttons. Comes complete with Python Micro Switched Joystick.

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If you are thinking of buying CDTV or already own one you'll be pleased to know that INDI stock all CDTV accessories and software that are available from manufacturers. We believe in CDTV and we therefore continue to support this exciting product. You will always have a source of product for your CDTV from INDI.

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The CDTV-HD unit boasts a massive 65Mb of hard disk storage with lightning fast access times through its SCSI interface. The unit comes complete with Workbench 1.3 and all necessary cables.

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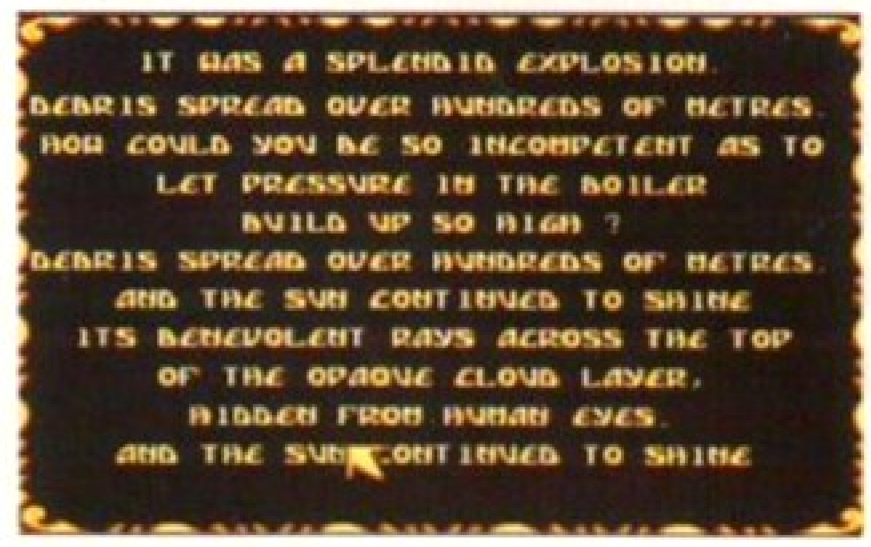
£269.99



The throbbing heart of your engine. Those two chaps at the front are your stokers. Stoke it up!

NEEDS 1 MEG

HARD DISK INSTALLABLE



I appear to have blown the engine up. Oh dear. Oh well, I never liked it anyway.

Transarctica

Despite rumours to the contrary, this is not a Ranulph Fiennes simulator. You are not endeavouring to cross the arctic armed only with a penknife and a short piece of string. Instead, you are aiming to liberate the world from a post nuclear winter and domination by a group of bad guys.

It's like this, y'see. A mad scientist type called John Merrick had this great idea to get rid of the greenhouse effect by blowing up a couple of nuclear bombs at each pole. It would have been a good idea, if the scientists hadn't completely naffed it up and plunged the world into a never-ending nuclear winter.

Several centuries later, and thermal underwear is still fashionable, and the only transport between cities is via a huge rail network controlled by a bunch of bad guys called the Viking Union. Playing the part of a good guy who's discovered a possible way to break the hold of the winter, and thus destroy the power of the Vikings, you manage to nick a train, and set out on a mission to discover the secrets of a cold and dangerous world......

Mammoth task

I'm sure you know the sort of thing. Travel between cities, do a bit of trading, blow up a few enemies, chat to philosophers and follow up rumours which could lead you to your eventual destination.

To the posthumous delight of Arthur and the NUM, the only source of energy left is coal, which fuels your locomotive and acts as currency. Occasionally, a message will direct you to a newly discovered mine, where you can prospect for coal, if you've got the appropriate equipment.



Coal mining the *Transarctica* way. Send the slaves down the mine and forget all about the safety precautions.

Cities can be of four types: commercial (selling miscellaneous goods), industrial (manufacture and sale of wagons), slave markets (work it out for yourself) and mammoth fairs. These are not big fun fairs with lots of candyfloss, but meetings where you can buy or sell any mammoths you may have bumped into on the way. Did I mention them? No? Oh. Well, given the cold weather, woolly mammoths have made a comeback. They're good for heavy transport and you can use the dung as a face pack.

You meet herds of them wandering around and are given the option of rounding a few up in true Wild West fashion. Or rather, your slaves do, since all you get is a screen telling you how many you've captured.

TRANSARCTICA is available from Daze Marketing 071-328 2762

Occasionally, when you enter a town, a rumour (general gossip which may prove helpful) will be available. Don't worry, they're not hard to find. Instead of the usual trading icons, you get the icons for receiving rumours and research, both of which reward you with three lines of text in something close to, but not quite English. Big deal. It's usually either a fact or a hint pointing you in another direction.

Whether this makes any sense or not is another matter. You don't get anything else, just a short hint or fact. This is where the game starts to have problems. Apart from moving around the map, there's relatively little interactivity. You never really feel like you're quite in control of your own destiny, even when you're in pitched battle with one of the Viking battle trains.

Tracks of my tears

You can arm your train with machine-guns and cannons, as well as employing troops and war mammoths in order to beat up the opposition. It's all very well, but about as exciting as standing on the end of a platform taking down train's numbers as they pass you by.

The animation for the troops and mammoths is, to put it politely, poor, and would be more at home on a C64 than an Amiga. You can move your train back and forth on a short stretch of track and blast the opponents' wagons, or send out troops to plant explosives, but you're more likely to give up in disgust. Fortunately the train conflict can be turned off, and the result decided by the computer.

You don't expect scrolling shoot-em-up-type action from a game of this genre, but it's not unreasonable to expect some degree of choice and freedom.

As it is, it feels like you're following a script which won't allow you to improvise: more like an episode of *Eldorado* than *Coronation Street*.

Richard Baguley

Transarctica £29.99

- There's a good game in there somewhere, but it's struggling to get out.
- Buying and selling slaves is rather unethical and unnecessary to the game.
- Train combat is about as exciting as watching paint dry.
- Storyline is reasonable, but narrative develops too slowly.
- Programmed by Silmarils – very French.

AMIGA FORMAT Verdict **60%**



This is the incredibly exciting train combat section. Those blobs are a war mammoth and a soldier. Yawn.



Oh, I do like a nice slave market. That one with the green face looks strong....



He flies through the air with the greatest of ease, that daring young egg wearing no dungarees...

Crystal Kingdom Dizzy

Codemasters ■ £19.99

Haven't we been here before? Yet again, disaster strikes the Yolkfolk and only one egg can save them. Yes, Dizzy, that all round good-egg returns in another adventure, this time in the Crystal Kingdom.

During the four sections of the game you can walk on clouds, study light engineering, ride dolphins, get lost in mazes and parachute into enemy territory – a bit like Indiana Jones but without the sex appeal. It's fun, but having only three lives with no continues does put a damper on things.

The music is catchy, and only slightly annoying, but you can choose sound effects instead which are quite good. On the down side, loading takes a long time, and when you run out of lives the game has to reload. Having said that it's pretty big, and should last you a while, but the other *Dizzy* games came out for less than eight quid and there really isn't enough here to justify an extra 12 gold coins.

Sarah Tanser Verdict **65%**



Far out in the depths of the cosmos, a group of gung-ho space marines are gaily blowing all manner of limbs from various alien creatures.

Space Crusade: The Voyage Beyond

Gremlin ■ New missions £14.99■

New missions + original game £29.99

NEEDS 1 MEG

Several aeons ago (*AF*34 – 82 per cent) we reviewed *Space Crusade* by Gremlin, *The Voyage Beyond* data disk gives you 10 new missions, but you'll need the original game to use it. You'll also need to be reasonably experienced with the the original game or you won't stand a chance when you embark on these new missions.

The enhanced features include three new ranks and a variety of interesting scenarios. *The Voyage Beyond* expands upon a good strategy game, but maybe you should ask yourself if you'd be better off buying *Shadoworlds* and having it all in real time.

Paul Tyrrell Verdict **72%**

Abandoned Places 2

Just when we thought the *Dungeon Master* genre was dead and buried, ICE raise it from the grave and bring it back to life with *Abandoned Places 2*.



One of the points of your quest is to find Kuhalk, a massively powerful sword, modelled here by Bon.

The *Dungeon Master* concept was an enormous success because it brought fantasy exploration shockingly to life, by replacing the text-adventure which needed to be told how to operate. Not surprisingly, software houses have found it hard to expand upon this initial design. We've seen science fiction variants and many twists on the fantasy theme, the upshot of which is that it's becoming more and more difficult to approach the genre from a new angle. So, you may ask, what's so good about *Abandoned Places 2*?

Stakes through the art

Abandoned Places 2 is an attractive sequel, proving that when we whined about the original's questionable artwork (***AF***31 – 82 per cent), the Hungarian designers were listening. A massive arena of exploration is still at the core of the game's appeal, but the graphics have been updated to a standard which rivals *Eye of the Beholder 1* and *2*.

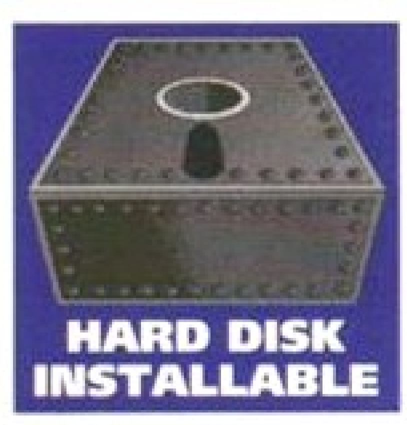
A competent intro sequence introduces the bizarre storyline: apparently an evil force known as Pendugmalhe is going all out for world domination, yet remains vulnerable so long as an ancient magical shield is intact.

The shield can be destroyed by a sword called Kuhalk; the problem is that both items are hidden, so surprisingly enough, it's your job to find Kuhalk and keep it from falling into the wrong hands. After that, there's the simple chore of annihilating Pendugmalhe himself to round-off your adventure.

In fact, it would all be rather easy, if it wasn't for a veritable hoard of the living dead patrolling over 32 levels between you and your ultimate goal. If you've played the original, then *Abandoned Places 2* should prove an ideal challenge from the word go.

Illusionary walls are everywhere in the first level, a classic dungeon setting, making the most efficient system of exploration a process of charging the party headlong into the stonework. Later levels vary incredibly, requiring you to trek through forests and many other types of terrain.





ABANDONED PLACES is available from ICE 0453 756993

Accompanying you into the depths of Kuhalk's resting place are four characters, available for selection from a parade of 25 hardened adventurers. Strangely these hirelings only come in two flavours: fighters, the load-bearers who carry the group's belongings as well as cutting hostile denizens of the underworld into ribbons, and magic-users, who are the flame-throwers of the party, vital for the completion of certain puzzles and for healing the wounded after bloody combat.

Mighty sword of Dobber

It's a pity that *Abandoned Places 2* has kept this rigid class structure which made the characters so limited in *Eye of the Beholder*, because the ability to learn others' skills through practice in *Dungeon Master* gave adventuring a lot more scope. Nevertheless, playing with attributes and a broad selection of faces add variation to the otherwise mundane procedure of character generation with which any role-playing game must begin.

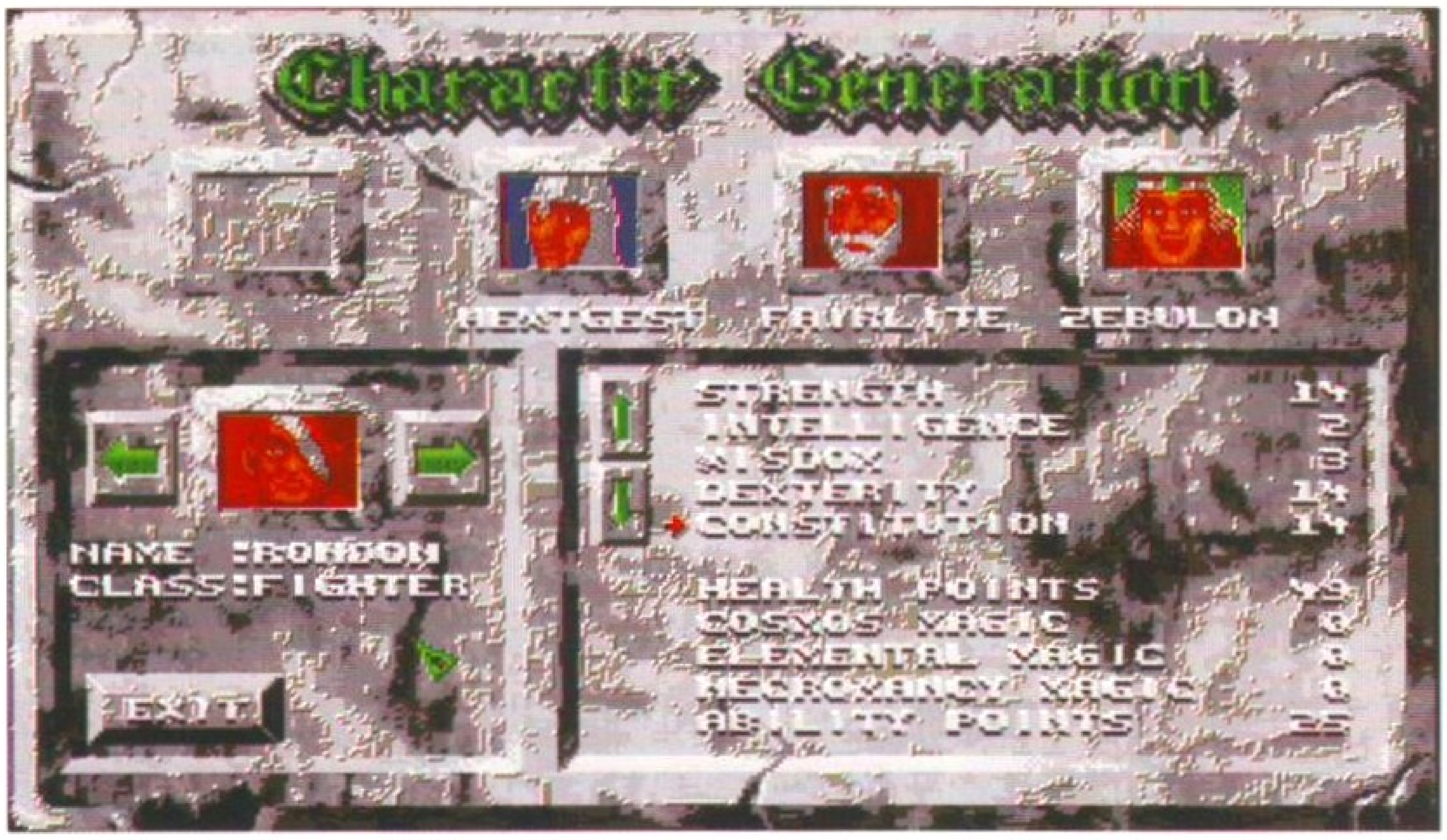
In the game itself, the two branches of your party can be conveniently called into play thanks to some friendly icons which are quick and easy to access. The backpacks of fighters are available when their faces are highlighted, but magic-users have a collective menu with which spells can be activated, so their support is always at hand should you want an enemy charcoal-grilled for tea.



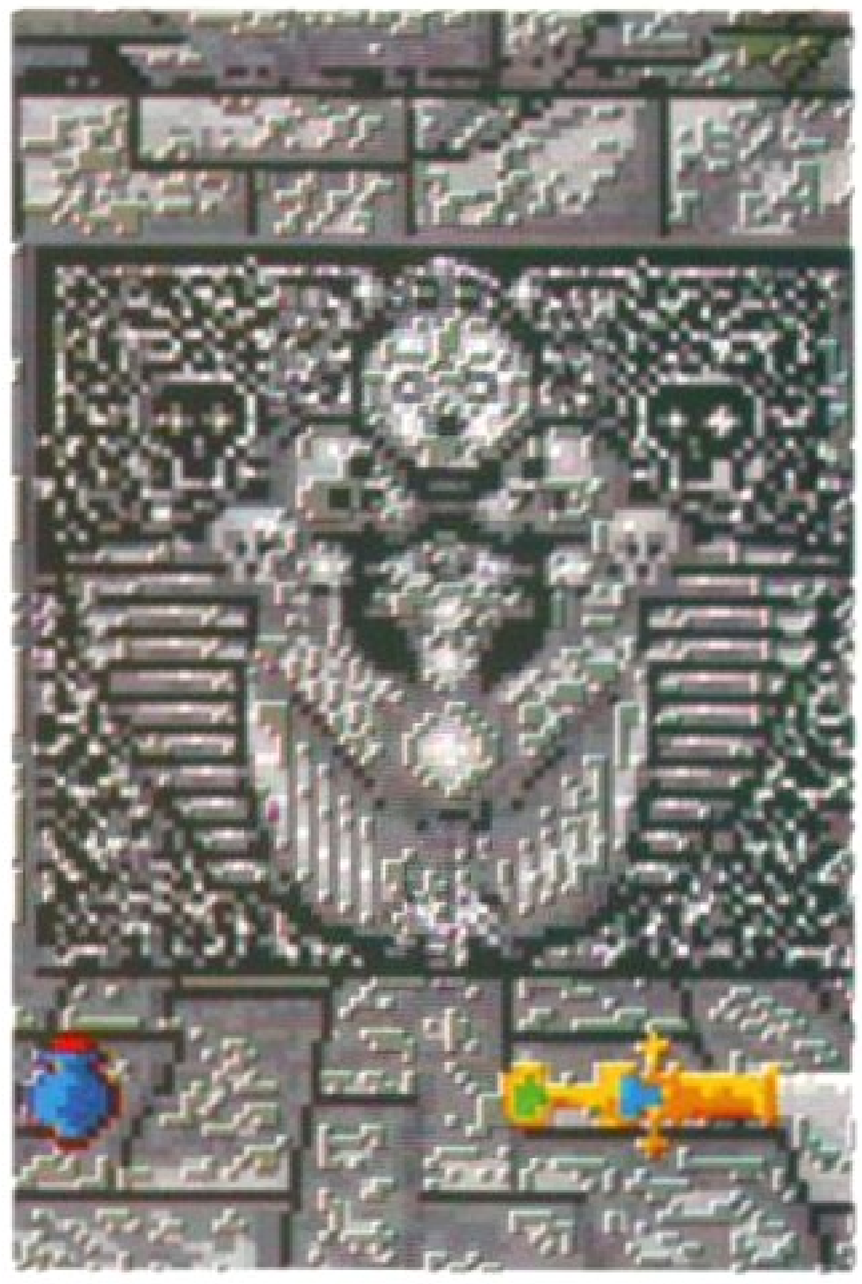
"Damn, missed." The terrifying lightning spell is cast towards the threatening wall. Do this too many times, and the CEGB will be out to cut off your supply...



Felius the Mage is a bit down on his luck. He's skint, he's weary and he's got no clothes on. But he has got a degree from the University of Life...



You don't want to choose Rondon, you want to choose Zebulon instead. You don't want to be a fighter, you want to be a mage instead. You don't want to paint a silver stripe across your face, you want to grow a moustache like normal people...



This skull belongs to Nookie Bear. Just shows that nobody's safe from the evil Pendugmalhe.



"Hang on, there he is. Right, let's have another go. I'll get him this time..."

Performing operations such as this during the game is very easy thanks to an accessible control panel. Everything which needs fast access can be operated quickly and my only real criticism of the control icons is that movement is awkward because the directional icons are far too small to use at speed. Movement is possible via the numeric keypad, but we haven't all got those nowadays have we?

Deeper and deeper

Dungeon-delving in the first game was far from straightforward because of sub-quests and puzzles, which provided clues during each level. These proved a great occasional interlude from the main quest and they have been continued in *Abandoned Places 2*.

Above the 32 underworld regions of the game, there are wilderness areas to explore. A peculiar, but regular occurrence on the first level are the floor tiles that rapidly spin or teleport the party around, often when there are nasty pools of flame or stake-traps nearby.

The terrains have been nicely sculpted, from the dancing flames to the dragon motifs which appear frequently on the dungeon walls. On top of this accessible and interactive element of the game, there has also been a dramatic sound enhancement from the original. Whispers and footsteps echo ominously around the dungeons. You can hear the enemy advancing through the darkness, although when the party comes to blows, the sounds of combat are an anticlimax.

More interesting sounds take a while to identify – the pleas for food from your own party often mislead you into thinking someone has been attacked as they howl with hunger!

Live to tell

Overall, *Abandoned Places 2* compares favourably with *Eye of the Beholder 2*, which was an outstanding sequel itself. It's a massive improvement on the first game and another huge adventure which promises days, and days of frantic exploration.

However, there is that awkward movement system for the mouse to handle, and another major disappointment is the inability to throw objects by dragging them to the viewing window.

But these are only tiny flaws in an otherwise excellent expansion of a worthy game. Other members of the *Dungeon Master* genre should beware: *Abandoned Places 2* is fast approaching the top spot.

Paul Tyrrell



No matter what you do, these gargoyles refuse to come to life. As you can see, we are well equipped in the spells and potions department, but even with these it's like getting blood out of a stone.

Abandoned Places 2
£34.99

- **Tried-and-tested formula which has now become even more engaging.**
- **Impressive graphics throughout; a contender for dungeon-decorator of the year.**
- **Chilling sound effects of the 'what the hell was that?' variety.**
- **Don't worry if dead members stick around – they make an extra backpack.**
- **Potential for a classic third episode.**

Amiga Format Verdict **87%**

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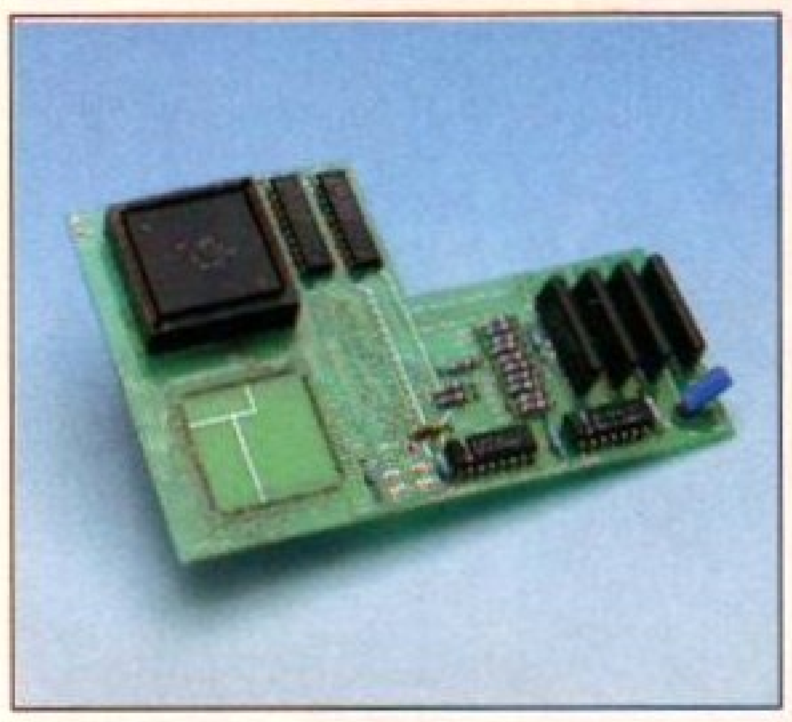
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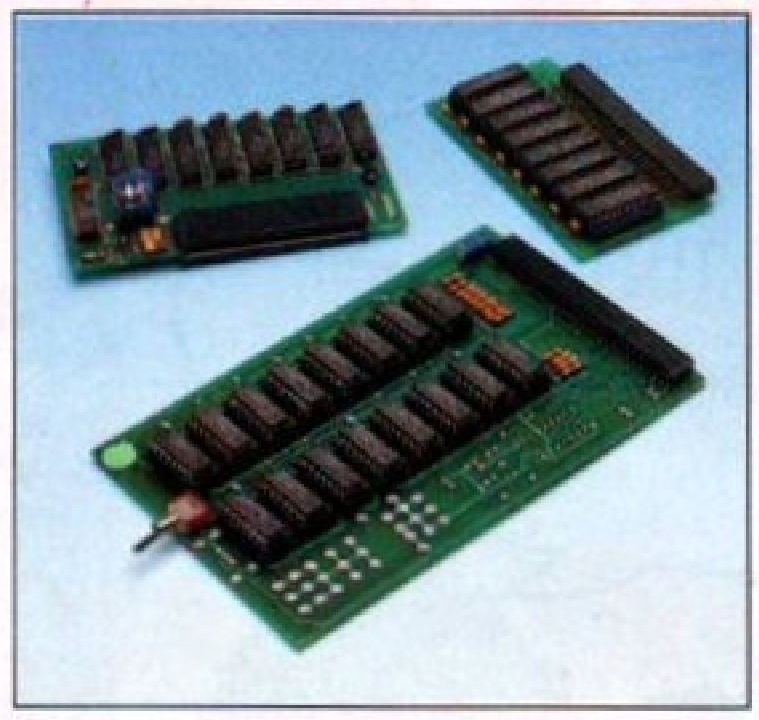


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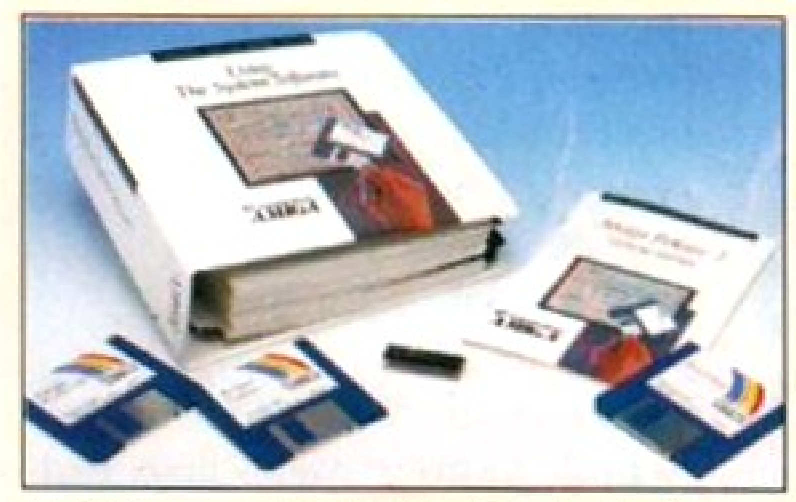
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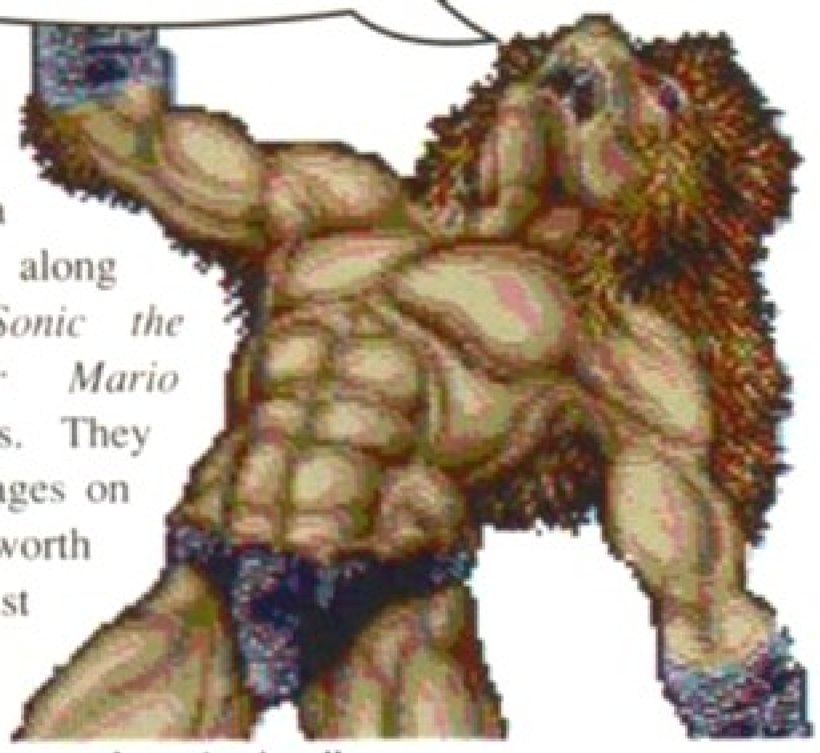
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Lionheart



Console owner: "My Mum and Dad bought me a console for Christmas, along with the super-sexy *Sonic the Porcupine* and *Super Mario Shopping Trolley* games. They spent a whole week's wages on them, but I reckon it was worth it – the graphics are just sooooo good. What did you get, then?"

Amiga owner: "I got a Commodore Amiga."

Console owner: "Aren't they dead boring? I mean, everybody rants on about how you can run serious stuff on them, but there are no games that can get any where near my *Sonic* cart – are there?"

Amiga owner: "That's where you're talking cack, actually. Yes there are loads of serious applications for my Amiga, but there are some seriously good games, too."

Console owner: "Oh yeah, name one."

Amiga owner: "*Lionheart*. It's the new game from Thalion – you know, the ones who brought us *No Second Prize* and *Amberstar*. It's a scrolling beat-em-up, with over 12 visually stunning levels. The main character and the enemies are really well animated, and the main screen is made up from over 600 different colours – and that's only by using my Amiga 600!

"Oh, and did I mention the parallax scrolling? I tried counting the number of levels of parallax but I ran out of fingers, so I used my Amiga to calculate them. Oh sorry, I forgot – you can't do that on your console, can you?"

Console owner: "Mum, will you buy me an Amiga for my birthday?..."

NEEDS 1 MEG

LIONHEART is available from Thalion 071-481 9214



The evil weed threatens another children's hero. This one actually spits its pips at you, so it's definitely best avoided.



As Lionheart stood facing the audience, in his favourite Widow Twanky wig and outfit, the chirpy pantomime crowd called out to him: "Behind you…"



Our hero stands and, er, has a rest from all the vicious maiming. Hang on, where's his sword?



Begone, foul sea-horse. Get back or this little beast I'm sitting on will get *very* nasty…

He's right, you know

OK, that may be just a wee bit exaggerated, but if there was ever a game to match (and even better) the best console graphics, then it's *Lionheart*. The intro sequence almost makes your eyes pop out, with some amazingly detailed and colourful sprites mapping out the story of a big guy and his Conan-esque quest for the Lionheart (hence the name). That isn't all though; the music is really deep and booming, and it changes in mood depending on where you are in the game, adding a real cinema-like air to it all...

Hang on, maybe we're getting a little carried away here. Let's not prejudge a game just on the strength of its graphics – after all, most console games are pretty, but that doesn't make them all good, does it? So, looking beyond the cosmetics of the game, how does it actually play?

Er, it actually plays rather nicely, to be honest. Your character, Valdyn, is not only blessed with some ripplingly large biceps, but luckily he also possesses a rather large sword which you can use to merrily slash your way through the game.

The nasties that you come across on your way are suitably detailed and nicely animated, and they die in a particularly satisfying manner when they are given the brunt of your Gillette-sharp sabre. It's not just fighting that your man excels in; he can also run, jump, swing and climb bits of the scenery, which are conveniently set out so that you can quickly run through, collect a few things, kill a few things, and then get the hell out.

There's not much in the way of puzzles here, by the way; this is pure beat-em-up territory, where reflexes are all. You're given three lives, with two continue options, and then it's up to you. You'll come across levels which move or disappear at the most inconvenient moments: plants which spit poison at you, vegetation that mercilessly sucks you in, and some boiling-hot lava which just doesn't like you at all.

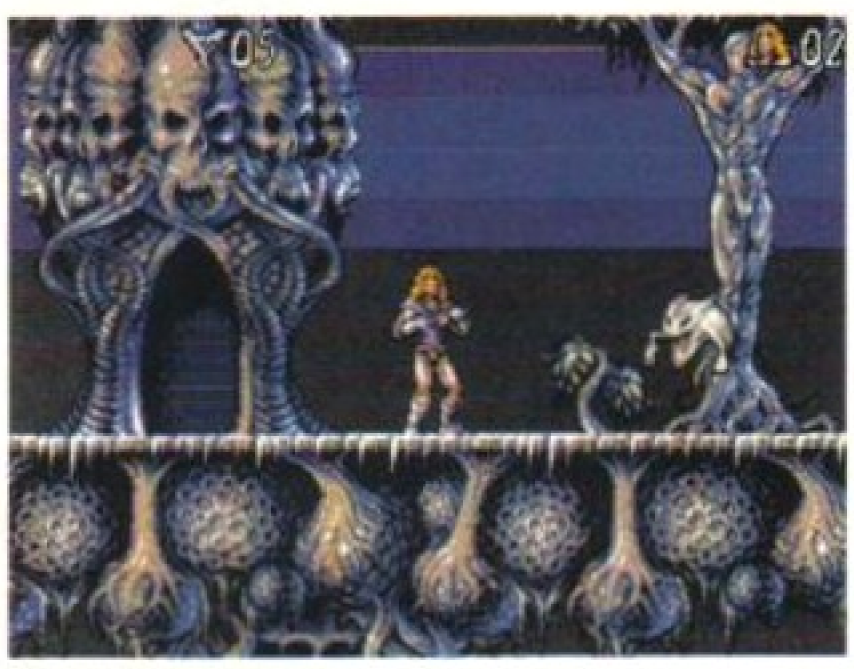
Cohen the Barbarian

It's all pretty much derivative of every other fantasy/scrolling platformer/beat-em-up, but it does it all so nicely that it's difficult to fault it. In fact, if you find the game a little easy, Thalion have kindly included a difficulty level known as Lionhard, which makes the whole game nightmarishly difficult. The layout is quite different to the normal game, so it's a bit like having another game running alongside the original. Full marks, Thalion.

Three points spring to mind which could have been made better: firstly, the way your character is animated leaves a little to be desired. It's not the smoothness of movement we're talking here, or the dynamics, or the number of available moves. No, it's the way



Oh, blimey. What a choice – I've got a horrid thingy to the left, water underneath, and unspeakable horrors to the right. I think I'll just stand here, look pretty, and beat my chest for a while.



If you want Giger-esque, gobsmacking graphics then you'll find them here.



No, I refuse. I'm not going into that dark hole for anyone, not even the beautiful Ilene...

your man runs – he just doesn't look macho enough. Sad to say, but when a game pits a large Conan the Barbarian-style man against some horribly vicious enemies, you expect him to run boldly and confidently. Instead, he minces his way around the game, and it's only when he produces his sword that he begins to look like a hero.

This is only a small gripe, though, because the fighting animation is excellent, particularly the motion blur on the sword, and the dynamic movement as he turns and slashes.

Kick the habit

The second, and most important, point is the low kick. This move is necessary to make mincemeat out of the shorter nasties, but it can be a little sluggish. You need to pull diagonally downwards and press fire to kick, and although it's fine at first, if you try to follow up with a second kick there is a slight, but significant, delay. Annoyingly, all the short enemies seem to hang around in groups of at least four, so even if you kill the first one, the second can get you while you're still struggling with the next kick.

The last niggle is that the objects the enemies fire at you can get confused with the scenery and detailed background graphics, but Thalion have got around the problem to some extent by making the poisonous blobs shimmer as they fly towards you.

Even taking these three points into consideration, we are left with one of the best platform beat-em-ups ever – on console or computer. *Switchblade 2* is its nearest Amiga rival, and graphically it knocks spots off that. It is bettered only by the likes of *First Samurai*, but then that is a pretty high benchmark to be tested against. Yes, it seems Thalion have got a winner on their hands here, a graphical masterpiece with enough gameplay to keep you going for weeks on end – and that's just the first level...

Andy 'She-Ra' Nuttall

Lionheart
£27.99

- Gob-smacking graphics, with hundreds of colours and brilliant parallax scrolling.
- Powerful sampled soundtrack, which changes depending on your position in the current level.
- Good animation, spoiled slightly by the mincing run of the main character.
- Lots of levels and bonus stages, enough to keep the hardened gamer going for ages.

Verdict **87%**

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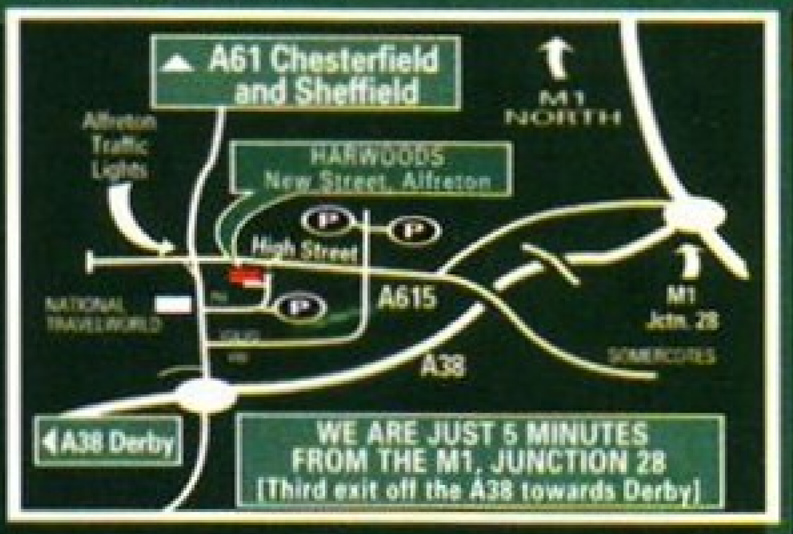
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Once more the grave creaks open and out stumbles **James Leach,** back from the Other Side. In his twisted claws he clutches some budget games and, chillingly, a severed head...

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Smash TV

The Hit Squad ■ £7.99 ■ 061-832 6633



Nice overhead views as people are splattered ketchup style.

The gameshow is a phenomenon of our times which points out the hopelessness of society and the bleak future awaiting us.

Smash TV gives you a large weapon and a series of rooms to run through, collecting prizes. Stopping you are a vast number of people, machines and weird aliens among others.

The game is viewed from overhead, and once you start playing you get the distinct feel of *Llamatron* (*AF*26 – 89 per cent). Each room looks the same when you enter it, but before you've had time to draw, or even breathe, you'll be inundated with the, er, things which flood through the doors, intent on killing you and providing great entertainment for the folk watching you on the telly. Your only hope is power-ups and collectables. Spread-fire, revolving blades, smart bombs and more can all be yours as you rush around trying to shake off the nasties. Kill enough and you get more prizes and the chance to continue into the next room.

It's brilliant – and there are no painful grieving families. The graphics aren't one of the game's strong points, nor is the sound. It's the gameplay that makes it. There's a starter of addictiveness, a main course involving that look-how-far-I've-got factor and for afters, a sumptuous scoop of double-choc have-another-go. Nutritious and delicious. Right. Where's the coffee?

Verdict 89%

International Truck Racing

Zeppelin ■ £7.99 ■ 091-385 7755



Controlling a huge lorry is far easier than controlling Hugh Laurie.

Surely people watch large vehicles racing in order to glimpse the mighty crashes which are bound to occur? Of course, nobody wants to see people get hurt, but who could resist seeing a thunderous great Volvo tumbling like a spent match along the tarmac?

This is where Zeppelin's game fails to deliver. It provides a top-down view of lots of lorries ambling around a circuit, sliding at the corners and occasionally going on to the grass when things get misjudged. There's a bit of bumping and barging to contend with, but nothing which adequately sums up the raw power of the uncrowned 'kings of the road'. You can't even make them go 'psssss' loudly when you stop, like in real life.

It's not sustaining entertainment, to be honest. It's like *Supercars* but slower; possibly because trucks travel at less speed. There isn't any excitement. It's bereft of kicks. There's a gap in the market for a great game involving large HGVs hitting each other, smacking into unyielding stationary things and ploughing through haybales like Dick Dastardly.

Sadly, there are a great many games like *International Truck Racing*. Most are better, too. Aside from a few neat effects and a natty pre-menu bit where you see the trucks belting towards your helpless viewpoint; it's not very good.

Verdict 41%

Carnage

Zeppelin ■ £7.99 ■ 091-385 7755



A vague sense of originality prevents the words M25 from appearing in the caption.

Moving swiftly and sure-footedly from trucks to cars, without even putting a foot on the ground, we come to *Carnage*. Another vertically viewed racing game. This time, you are in a car of microscopic proportions – it looks as if it's been ported from *Sim Ant*.

Three other cars, which can be controlled by other players, are lined up on the diminutive grid, and the idea is to race round, which, *Badlands*-like, is all fitted on to one screen.

Controlling the vehicles is standard for this sort of game. You will nevertheless spend a fair amount of time bouncing off the walls, the other cars and finally off the screen (well, your skull will, as you get closer and closer to it, trying to see what the hell is going on down there).

The game is well programmed – the cars move in the bouncy sort of Tonka way you'll have seen many a time with this sort of thing. You stand a good chance of winning as long as you don't collide with anything.

Despite all this, the game isn't bad, but it isn't very good either. You'll find yourself getting bored with it after a couple of circuits. And this boredom will increase until it engulfs your family, your road and finally the whole world. Can you afford to take this risk? Actually, the game is unlikely to do this, but it is uninteresting enough to warrant having this absurd joke made about it.

Verdict 51%

Video Kid

GBH ■ £7.99 ■ 0742 753423



This game was programmed entirely on location at Leeds Castle – lovely innit?

About this time in the late, late evening, when all the children are tucked up in bed, a nice tumbler of Scotch is sitting comfortably in front of the open fire, and the crumpets gently drip full-fat butter on to the tableclothed, nested occasional tables (*Excuse me, but are you sure you're writing for the right magazine? – Ed*) your mind will turn to platform games (*Phew – Ed*). Especially ones in which you have the duel function of being able to fly as well as walk along the ground. Your quietly snoozing brain thinks of *Video Kid*.

Video Kid is a sort of medieval, magic-type thing. You play a chubby little character who, while looking much like an accomplished wizard, is, in fact, a bit of a git. Guided along by you, he seems fairly incapable of traversing the levels without having an inordinate amount of damage inflicted upon him.

The game contains some very professional-looking graphics and each level is packed to the very tip-top with colour, most of it in the form of lethal traps, cannons and sort of alien things which do their best to see your energy dwindle. If you want a decent challenge, try this one. It's not bad and once you get the hang of it, you'll be hooked for quite a while, depending on the obsessiveness of your personality and your need to win.

Verdict 83%

Hero Quest

GBH ■ £7.99 ■ 0742 753423

Under the mighty forest, hidden beneath the mountain and behind the closed oaken doors of the castle, people are hiding, playing this game.

In essence, it's a sort of junior *Eye of the Beholder*. The idea, as always, is to vanquish a veritable coach-load of foes in combat of the most legitimate kind; with swords, axes and magic.

You can play with several characters, and as you wander around each of the dungeons (there are about 20), you must defeat ever-more threatening and numerous things, all of which are lifted straight from the boardgame that made such a hit a few years ago.

There's a nice feel to *Hero Quest*. It's got a dark, dank sort of atmosphere which is exactly as it should be. The problem lies with its essential sameness. Nothing really weird ever happens, and the baddies remain pretty standard throughout the game.

This detracts slightly, but as an easily approachable role-playing game, it's got a lot going for it (an army of orcs for a start).

Verdict 86%



The greatly feared Skeleton of Angnor fights with the slightly ignored Barbarian of Thrub to decide for once and for all, who's better at fighting in corridors.

International Tennis

Zeppelin ■ £7.99 ■ 091-385 7755

Do you 'love-all' tennis games? Or do you wonder why the 'deuce' people buy them? Is there an 'advantage' in (*Stop it now – Ed*). Anyway, this is actually one of the better ones, especially if you think most are a bit finicky about where you place your little character on the court.

Here you've got something which has all the options you could want, not a great deal of variety in the shots, and a certain amount of excitement. The problem with it lies in the fact that you can actually beat the computer with ease.

This could well be part of the game's initial appeal, because it's immensely rare to beat any computer sports game first time out. But this, true enough, is an exception.

The characters don't look terrifyingly realistic, but who cares? They move quickly and you can play a decent game with them. Buy this if you're after some tennis-related fun.

Verdict 82%



Wouldn't it be easier (and slightly more amusing) if you could just hit the 'return' key? Probably not, come to think of it.

Action Sport

Microids/Daze ■ £29.99 ■ 071-328 2762

Killerball



This is what *Come Dancing* will look like circa 2093.

This is *Rollerball* from off the telly. It lacks John Houseman or Bach's Toccata and Fugue in D minor (how's that for sad film knowledge?) but it does have the same rules and the violence.

Well, not quite the violence. Some players knock each other over, but it isn't anything like the pain and suffering inflicted during the movie. Remember when Moonpie (who was played quite admirably by John Beck) is knocked into a coma by Yishio Kozuma? Well that's not in here either.

It's not bad, but there isn't a great deal of gameplay, and *Speedball 2* shows you exactly what this sort of game should be like.

Superski 2



Handy hint: skis double up as quite good crutches you know.

Not only downhill skiing, but bobsleigh, slalom and a load of other things as well. You can go quickly, go slowly, crash into things and even take part in a tournament. It's endles fun for a short while.

Things all happen against the clock, so you've got every incentive to keep bettering your times and improving your social standing in Swiss alpine society.

Other than that, there isn't a great deal to be said for it. Graphically it's not bad, playability-wise the same. Hardly earth-shattering, it's more like a light dusting of soft snow.

Grand Prix 500



It's character-building, watching the rest of the pack stream past you.

Gremlin had a go at a bike simulator and made it very accurate, very vectorish and bloody difficult to play. This game isn't any of the above. You tend to slide out to the corners a lot, but at least the screen stays the right way up.

You qualify, then race on loads of circuits that are spread very thinly across the world. Much as you'd expect, yours is the fastest bike, but because you're not controlled by a silicon chip, you'll find yourself having to fight for position every inch of the way.

Luckily the game boasts the best map, with the positions of the other bikes on it, that exists in any racing game. Hardly worth buying it for, but then again it's pretty fun anyway. The map is the icing on the cake, really.

Advantage Tennis



This court has been mown with a hover – it's less bover, apparently.

Dearie, dearie me. This game keeps on popping up all over the place. It's the one with the sad Olive Oyl characters who move incredibly realistically, but look, well, like Olive Oyl. It's not half as much fun as *International Tennis* unless you're very good at it. If you play it a lot then, naturally you'll become very good at it, so perhaps, in the long run, it's better.

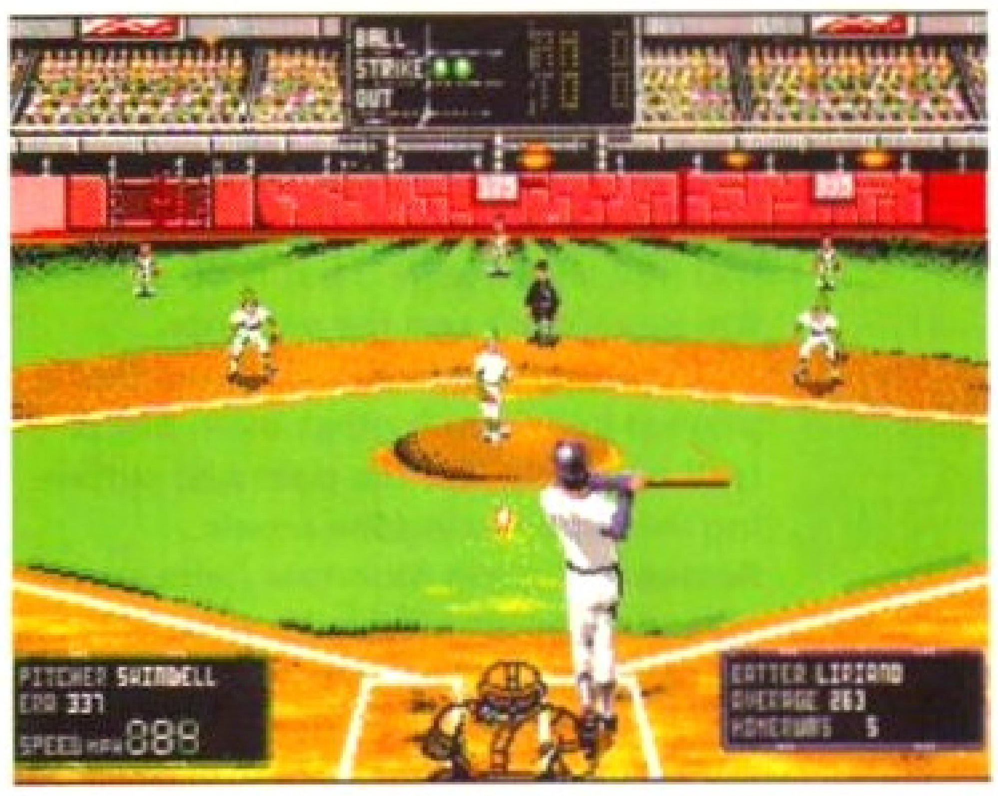
The whole thing is a bit daunting to start off with, and the colours chosen are dismal in the extreme. Still, as Wordsworth wrote, "Tennis should be played by Swedes, as any vegetable concedes." Or maybe it was Blake.

Overall, *Action Sport* is a varied and lightly flavoured meal. There isn't enough to fully satisfy you, but you won't walk away feeling empty, hollow and generally laughed at by the programming fraternity. Buy it for *Grand Prix 500* and maybe *Superski 2*.

Verdict 70%

RBI 2 Baseball

The Hit Squad ■ £7.99 ■ 061-832 6633



Thousands watch rounders in America. It's almost as big as that weird rugby variation they play.

Baseball, or rounders as we call it here, is the sort of game you just don't think of as worthy of a computer simulation. Well that's where you'd be making a tragic and heinous error, because *RBI 2* is a rather splendid game, successfully encapsulating every major facet of this ancient and mystical sporting artform.

You can pitch, bat and field, plus each team from the NBA (or whatever) is represented, so you get the best people in the league making storming home runs or throwing insane no-hitters.

Plenty of nice touches have been added. For example the electronic scoreboard is worth having a look at, at least until you've seen all the animations it can do (some will make you groan, such are the puns included).

But on the down-side, the graphics aren't incredibly marvellous and there isn't quite enough to do to make this a classic. It also seems a bit arbitrary as to whether you miss the ball entirely or whack it right out of the ground. And the fielding involves moving the joystick in some very unnatural ways.

These are minor gripes, though, and overall it's a good attempt at an exciting game, and once you've started to get good (a fairly time-consuming task) you'll be there for ages. Oh, and in case you're wondering, RBI stands for Runs Batted In. It's a statistic, apparently.

Verdict 82%

Hudson Hawk

Hit Squad ■ £7.99 ■ 061-832 6633



At this resolution, the similarity to Bruce Willis is, er, not very apparent at all.

Here comes a cat-burglary game which will remind you of the flop film of the same name (you know the one with Bruce 'wasn't he at his best in *Moonlighting*' Willis). That's because it's an Ocean licence of the flop film of the same name. You must play Mr Hawk, who has to rush around the skyline of any American city, killing folk and collecting things.

There's a lot of nonsense about sculptures by da Vinci and Mirrored Crystals, which I'm sure was very important to the film, but all you need to know at this (or indeed any other) stage in the game is that *Hudson Hawk* is a pretty average platformer.

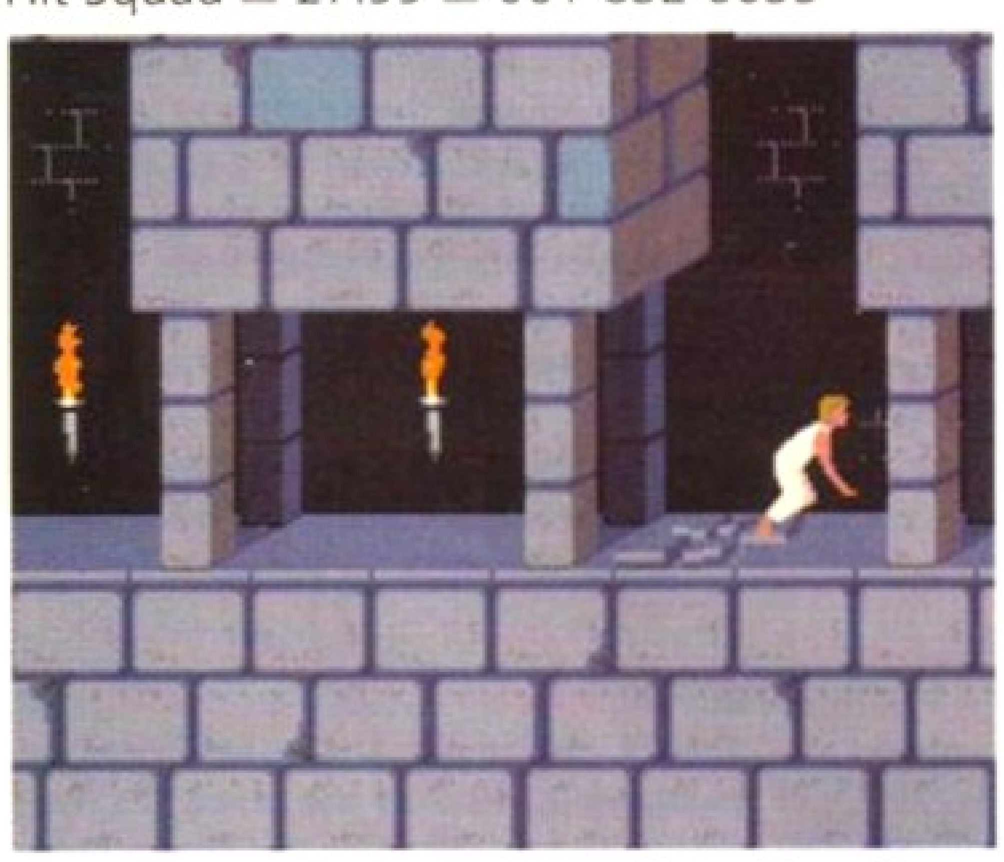
The graphics are bright and colourful, the difficulty is pitched about right and it's a lot of fun for those who are challenged by such things. Unique it is not, nor is it going to change your life (unless you suffer amnesia after accidentally tripping over the box and damaging your skull on the door-jamb).

There are three levels, which doesn't sound much, but these are divided into smaller sub-bits, so you can't really say that you're being diddled on the gameplay. Overall, it's nothing special, but neither is it a pile of... er, not very good. At this price it's far more appealing than at the full price, but don't you find that's always the way?

Verdict 62%

Prince of Persia

Hit Squad ■ £7.99 ■ 061-832 6633



But the big question is why this guy is wearing pyjamas – or is it a weird sort of romper suit. Who cares?

Night has fallen over the Middle East. It's a silky, warm night, typical of Arabia. The sort of night where passion and murder stalk the deserted dunes and duned deserts. The sort of night for a little poncy fellow with flowing hair and excellent animation to try his luck at finding the princess captured in the tower of, er, captured princesses.

The game falls somewhere between a platformer and a puzzler. The main character (heralded as the best-animated sprite ever when he first appeared a couple of years ago) must dash around, arming himself and collecting the objects he needs to get up through the maze-like castle. It's full of Eastern promise, as Fry's once said. *Prince of Persia* can best be described as a late-night game, packed with atmosphere, piled high with frustration and steeped richly with reward for those who give it their best shot.

The trouble is, it looks rather dated. Numerous other games have cottoned on to the idea that detailed, flashy sprites with cute human characteristics are great, and have done better. For historical purposes, it's worth a look. As a big adventure, it's a bit limited but still worth a look. Perhaps through an attractive Eastern veil, just to be in keeping with the theme. Or perhaps not.

Verdict 74%

Robin Hood - Legend Quest

CodeMasters ■ £7.99 ■ 0926 814132



Cupid, draw back your bow and shoot some git in the eye at extreme close range.

There's a free poster inside the box of this original game, but don't expect to see Kevin Costner (or Patrick Bergin film buffs). No, what in fact you get is a drawing of some smiling people in a woodland setting, which one presumes is Sherwood.

The idea is simple enough. Robin must rescue Marion, who is trapped inside a platform game. The Prince of Thieves must get through a castle to reach her, possibly enlisting the aid of the Prince of Persia who could be lost in the same castle looking for the same girl.

It's neat, simple, aimed at a younger audience (or user-ship as it should be) and it's absorbing. Well, for a platform game. The point is, how many more variations on platform games can there be? Well if you like your electronic gaming fun to be based around legends of the Dark Ages, this is a game you shouldn't be without.

For the rest of us, though, you'll find that Robin is better than many, even though it suffers a bit from jerkiness. Perhaps it's not worth getting if you've already got a lot of platform games. It's just another one, really.

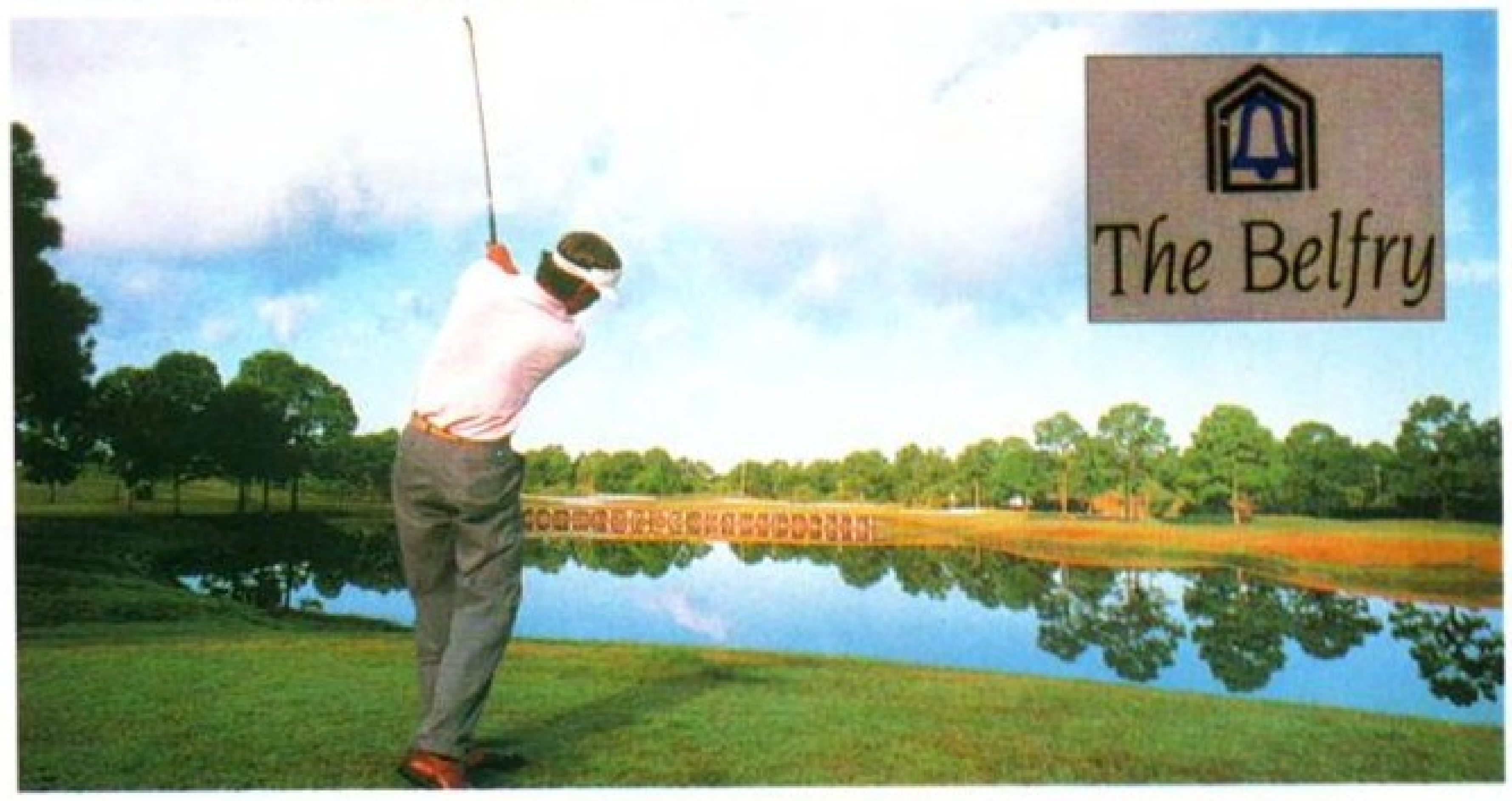
Verdict 65%


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It's not often that a truly great sports game comes along, but it's even less so that four come along at once, all in the same box for the bargain price of £29.99. (Oh! all right then, three great ones and one not great one, but it's still the kind of bargain you don't look in the mouth). To celebrate the release of Sports Masters, Empire Software are offering four lucky readers the chance to win the sporting day out of a lifetime.



GO MOTOR RACING AT BRANDS HATCH - Winners of this prize will spend a day at Brands Hatch taking part in the Supertrial. After a briefing session and safety tips you take your seat in a sports saloon to get used to the track, before progressing on to a single-seater racing car in the afternoon. Then 12 timed laps in a Formula First car!



PLAY A ROUND AT THE BELFRY - On your day out at the Belfry you'll be able to take to the golf course with a professional, and see how good you really are. After a long, hard, but rewarding slog on the green you can join your friend at the 19th hole and recount your long drives and near misses over a relaxing drink!

EMPIRE

International Entertainment

The Grand Amiga Format
Win a great sportin

ARE YOU THE kind of person who never leaves the house on Cup Final day? Do you stay up into the early hours when the Formula One Grand Prix circus makes its way to Melbourne? Do the names Fuzzy Zoeller and Sam Sneed mean anything to you? Do you think that John McEnroe made a more significant contribution to Twentieth century culture than Benjamin Britten? If you answered yes to any of these questions, then have we got a competition for you? Yes we have!

Empire Software, in their frenzy to draw your attention to their rather fabulous, oh go on then, extremely fabulous new package Sports Masters, are offering four superb sporting prizes. There are also five copies of Sports Masters up for grabs for the runners-up. All you have to do is answer the 10 questions on the right page here, and you and a friend (or guardian if you are one of our younger readers) could be winging your way to one of the superb sporting destinations that are detailed above.

Whether it be a day racing cars at Brands Hatch, where you'll get to participate in a Supertrial culminating in 12 timed laps in a genuine, Formula First, single-seater racing car; or a family day out at Wembley Stadium, including a visit to the Royal Box, a trip to the TV Studios, a rewind through the Stadium's history in the Wembley cinema, a chance to see the most advanced event control room in the world and more. If you choose the day at Riverside, the exclusive racquet sports club in the heart of salubrious Chiswick, or to go to the Belfry hotel and leisure resort, we're sure you will have the sporting day out of a lifetime.

While at the Belfry or Riverside you'll have a chance to brush up on your playing technique as you are coached by a professional in a game of tennis or a round of golf.

So get those thinking caps on, and your sporting almanacs out and answer those questions. Send your answers on a postcard to the address in the box at top right, don't forget to say which prize you would prefer to win, and best of luck.

If you don't win, you can pick up a copy of Sports Masters for the bargain price of £24.99 in our mail order section (Page 150). Then you can have your own great sporting day, everyday.



THE NEW WEMBLEY STADIUM TOUR - A family of four will have the chance to visit, and indeed tour the most famous stadium in the country. The TV Studio, the Royal Box, the Changing Rooms, you'll see all this and more. Plus you'll get a football signed by Gazza!



TAKE A TENNIS LESSON BY THE RIVERSIDE - With 12 indoor courts, and 14 outdoor ones, Riverside is one of the country's top racquet clubs. Stefan Edberg, Pat Cash and Jeremy Bates have all played here, and you and a friend can enjoy the facilities of this exclusive club for a day, with the winner taking a free tennis lesson!

HOW TO ENTER

Write the answers to the 10 questions below on a postcard, or on the back of a sealed envelope along with your name, address and telephone number and send it to:

Grand Quiz April
Amiga Format
30 Monmouth Street
Bath
Avon
BA1 2DL

Please state which day out you would prefer to win.

To reach us before April 16. You can enter as many times as you like provided that each entry is posted separately. Please don't include your entries with any other form of correspondence to the magazine, because the way we file things will lead to your entry not receiving the attention it rightly deserves.

THE RULES

Employees of Future Publishing and Empire Software may not enter (boo hiss!, we want to go motor racing at Brands Hatch too!). Everybody else may enter, regardless of age, creed, colour, or sex. *Amiga Format* is an equal opportunities magazine.

Entries will be drawn from a hat (albeit a proverbial one) after the closing date, and winners will be notified in the June issue of *Amiga Format.*

There are certain risks involved with the prizes. Entrants must be aware of such and understand that neither Future Publishing or Empire Software can be held responsible in case of accident.

Entrants for the Brands Hatch Supertrial must hold a full UK driving licence.

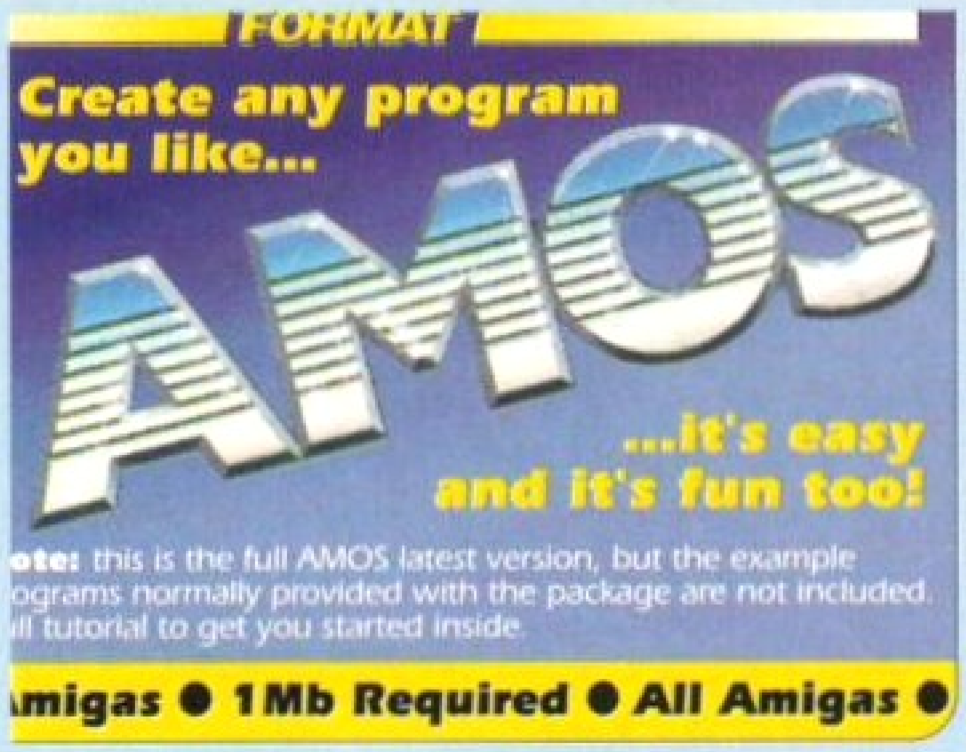
Entrants to the Belfry Golf part of the compo should have a handicap of 24 or less.

Quiz for April
g day out

1. What's the 19th hole on a golf course?
2. Who was the first black man to win Wimbledon?
3. What nationality was Fangio?
4. Which two English Premier League clubs has Frenchman Eric Cantona played for?
5. What is a one wood also known as?
6. Which tennis player was the frequent companion of Cliff Richard during the early Eighties?
7. Who was the last English driver to win the Formula One title before Mansell?
8. Which club did Graeme Souness manage before Liverpool?
9. Did Bobby Moore play for West Ham or Fulham in the 1975 FA Cup Final?
10. What is the highest position a British skier has finished in a World Cup downhill?



SOCCER KID
SOCCER KID HAS REACHED MEXICO IN HIS SEARCH FOR THE MISSING WORLD CUP.....
HEY GRINGO! GIVE ME YOUR BALL!
NO WAY!!!
OUR MEXICAN PAL WANTS THE BALL...
WATCH THE HAT!
YIKES!!
CLOP!
BLAM!
ERK!
AND...
BAP!
BLITHER!
WOW! MY FIRST HAT-TRICK!
~PHIL HACKNEY~
COMING SOON: SOCCER KID! ONLY FROM KRISALIS!!!
*STORYLINE: TIM JAMES
KRISALIS



Get AMOS for cheap

The tutorial on this page is designed to help you get the most from the programming language *AMOS*. If you don't have *AMOS*, but would like to have a go at programming your Amiga, you're in luck. Because *Amiga Format* featured the complete *AMOS* program on our January 1993 Coverdisk. Now, if you didn't buy that issue, we'll give you one more chance to get your hands on the truly spectacular *AMOS* language. Turn now to Page 154 and buy it from back issues.



Here's the main loop of the code, the bit that checks which buttons have been clicked on. Once a Zone has been set up, it's so easy to find out what the person using your programs has selected – and it's much friendlier than relying on the keyboard.

Listen to the Base

You've programmed games with your AMOS Coverdisk, now try your hand at a serious application – a database, which will also teach you some valuable programming techniques...

MANY PEOPLE WHO have been using their *AMOS* Coverdisk, and who have been following this series, should now be able to design games on their Amiga using this excellent programming language. But a few people may be interested in producing something a little more serious. And what could be handier than a small databank system eh? But the main point is that apart from creating a handy little database, it will help you learn certain programming techniques. Obviously, using the same techniques you could build a much larger database system, using the same mouse control and search facilities for storing and retrieving data, and even printing it out to paper for a full report.

The program you're going to create is simple in concept and function – it can accept a series of names and phone numbers, sort them into alphabetical order and allow you to access each entry via the mouse. It's not so much a database, where retrieval and fast access to all entries is a priority – such a program would run to about 10 pages worth of code. This database is just the bare bones of a program, and uses 'arrays' to store and manipulate the data (the names and numbers) that can be input at any one time.

To sort the names and numbers use the SORT keyword, a unique addition to *AMOS* which will sort the contents of an array from lowest to highest: so 3, 5, 4, 2, 1 becomes 1, 2, 3, 4, 5 and B, E, C, , D, A becomes A, B, C, D, E. This example generates random letters and then sorts the into alphabetical order:

```
Screen Open 0,640,200,16,Hires
Dim N$(25)
Locate 0,0
For A=0 To 25
   N$(A)=Chr$(Rnd(25)+65)
   Print N$(A);" ";
Next A
Sort N$(0)
Locate 0,5
For B=0 To 25
   Print N$(B);" ";
Next B
```

This code is basically how the sort works. Sort is very fast, it can sort 50 entries in about 0.22 seconds, on an unaccelerated A2000. Once your dimension arrays, fill them with text and sort them into alphabetical order so that you can search them using the MATCH keyword, and then print out the results of your search.

Are you DIM?

Arrays are very useful variables which can store large amounts of data which is somehow linked. Arrays are best thought of as pigeon holes at a post office. Before you can start loading data into an array, you have to dimension it. Arrays can have as many dimensions as you want them to, for example if you type:

```
Dim N(10)
```

you will have created an array with 10 locations ready to be filled. Imagine a row of 10 empty boxes waiting to have something put into them. If you type:

```
Dim N(10,10)
```

this represents a row of ten boxes, but this time you should try and imagine a row of boxes 10 wide and 10 deep, containing 100 locations in which you can put data. So if you type:

```
Dim N(10,10,10)
```

You have a 3D array with 10 wide, 10 deep and 10 long, or a huge cube. (Note: it's bit hard to imagine a pigeon-hole system which would enable you to put anything into the boxes in the centre of the cube, but this is computing, where anything is possible!) That's 10 x 10 x 10 boxes which equals 1,000 locations into which you can put data.

In these examples you can only put numbers into these arrays, because they have no $ symbol after the name. So for names and numbers you should dimension an alphanumeric (characters rather than numbers, think alphabetic) array like so:

```
Dim N$(10)
```

for 10 names. Simple. The same rules for normal variables apply.

AF DataBank

The little *DataBank* watches and calculators are great fun, and very handy if you've got the memory of a goldfish. Rather than write down all your phone numbers, you can load them into these units and they are automatically sorted into alphabetical order, and you can step through them using the back and forward keys on the front of the unit.

This month's program is a *Databank* simulator, which performs all the same functions of these units using *AMOS*. In order to create a simulation of these items, first think about how the program will look on the screen. Because no graphics screens have been loaded, create your own screen graphics using *AMOS* commands. The screen is created using a procedure

That listing in full

```
Rem **                  **
Rem **   AFDataBank v1.0   **
Rem **                  **
Rem ** (c)1993 Amiga Format **
Rem **                  **
'
Reserve Zone 3
Dim NAMES$(20)
CHOOSE=0
'
_DATASCREEN
_ENTERDATA
'
MAINLOOP:
Curs Off
If Mouse Key and Mouse Zone=1
  Dec CHOOSE
End If
If Mouse Key and Mouse Zone=2
  Inc CHOOSE
End If
If Mouse Key and Mouse Zone=3 Then End
If CHOOSE>20 Then CHOOSE=20
If CHOOSE<1 Then CHOOSE=1
Locate 1,5 : Cline : Print NAMES$(CHOOSE)
Wait 20
Goto MAINLOOP
'
Procedure _ENTERDATA
  Shared NAMES$()
  For ENTRIES=1 To 20
    Input "Input data: ";NAMES$(ENTRIES)
  Next
  Cdown
  Centre "All data banks full!"
  Sort NAMES$(0)
  Cdown
  Centre "All data sorted"
  Cdown
  Centre "<press a key>" : Wait Key : Clw
End Proc
'
Procedure _DATASCREEN
  Paper 8 : Cls
  Ink 2
  Print "DataBank"
  Zoom 0,0,0,84,8 To 0,60,10,319,50
  Locate 0,0 : Cline
  Ink 9
  Bar 45,170 To 90,190
  Bar 135,170 To 180,190
  Bar 225,170 To 270,190
  Ink 2
  Box 45,170 To 90,190
  Box 135,170 To 180,190
  Box 225,170 To 270,190
  Ink 2,9 : Text 62,183,"<"
  Text 152,183,">"
  Text 233,183,"Quit"
  Set Zone 1,45,70 To 90,190
  Set Zone 2,135,170 To 180,190
  Set Zone 3,225,170 To 270,190
  Ink 9
  Bar 10,60 To 309,160
  Ink 2
  Box 10,60 To 309,160
  Paper 6
  Wind Open 1,20,65,36,11
  For NOISE=1 To 500
    Print Chr$(Rnd(25)+65);
  Next NOISE
  Clw : Print "< Amiga Format Databank >"
  Cdown
End Proc
```

called _DATASCREEN, which starts like this:

```
Procedure _DATASCREEN
```

The procedure is opened and given a name with an underscore character at the front, so call the proc whatever you like. Next set the paper colour to colour 8 of the default palette, which is one of the three greys (colour 7, 8 and 9) and clear the screen:

```
Paper 8 : Cls
```

Next set the ink colour to 2 (white) and print the title of the screen at the top of the screen:

```
Ink 2
Print "Databank"
```

This is a bit small and puny, so try and ZOOM it up in size:

```
Zoom 0,0,0,84,8 To 0,60,10,319,50
Locate 0,0 : Cline
```

The ZOOM keyword takes an area from a specified screen and magnifies it, placing it on another screen which you specify. In this case zooming up an area of screen 0 on to screen 0. The first 0 is the screen being zoomed from, 0,0 is the top left corner of the zoom area, and 84,8 is the bottom right.

This invisible box encloses the text that you typed and prepares it to zoom. The next bit of the command after the TO states that you are printing the zoomed area to screen 0, and this time the top left corner will be 60,10 and the bottom right 319,50.

After a little experimentation you will find this will position the magnified area clear of the original text, and it will also centre it on the top of the screen. After you've zoomed, erase the original text with a locate call to the top left corner of the screen, and a clear line or CLINE command.

Next draw the buttons. These sit at the bottom of the screen, and their positions are worked out by dividing the width of the screen by 7 and coming up with 45.

The buttons and the spaces between them are all multiples of 45 to give you three buttons, evenly spaced. The height of the buttons is the difference between 170 and 190, the Y axis numbers on all three, which means that each button is exactly 20 pixels high.

```
Ink 9
Bar 45,170 To 90,190
Bar 135,170 To 180,190
Bar 225,170 To 270,190
Ink 2
Box 45,170 To 90,190
Box 135,170 To 180,190
Box 225,170 To 270,190
```

The buttons are first made by drawing a rectangle with BAR in ink 9, and then bounded by a box using BOX in ink 2. The text in the buttons is done using graphic text, rather than the usual kind, to ensure that the text can be positioned exactly in the box.

```
Ink 2,9 : Text 62,183,"<"
Text 152,183,">"
Text 233,183,"Quit"
```

So the buttons are now graphically represented on the screen. In order for you to be able to sense the buttons with the mouse, you should set up zones around them with the SET ZONE command. This is simply a matter of drawing an invisible box around the buttons so that later you can ask the program to check if they are being 'pressed'. The zones are easy to set as the co-ordinates are identical to those used to produce the buttons:

```
Set Zone 1,45,70 To 90,190
Set Zone 2,135,170 To 180,190
Set Zone 3,225,170 To 270,190
```

Zone 1 is the button marked <, zone 2 is the button marked > and the last zone is the button called Quit.

These zones must be reserved at the beginning of the program for them to work, so you have to add a short statement:

```
Reserve Zone 3
```

at the front. This allocates 3 zones for the use of the program.

Next you want to have a window in the middle of the screen. To ensure that no text spills out of the window to spoil your screen (should anything go wrong in the program) you can limit the flow of text to an area of the screen called a window. First you draw a bar and box for the window to sit on.

```
Ink 9
Bar 10,60 To 309,160
Ink 2
Box 10,60 To 309,160
```

This sits on the screen in the centre below the title and above the buttons. To limit the text to an area of the screen you open a window within the area you've just drawn on screen.

```
Paper 6
Wind Open 1,20,65,36,11
```

The paper colour is set to 6 (blue) and you open window 1 starting at screen coordinate 20,65. The window is set to be 36 characters long by 11 tall. (If you wanted to have more information in the window you have to SCREEN OPEN a hi-res screen before you start, giving you room for twice as many characters.)

The next bit is a little special effect. The screen fills with random text and then clears with the CLW command and prints up the words 'Amiga Format DataBank'.

```
For NOISE=1 To 500
```



When you have input 20 different pieces of textual information, the program will put up this short message to show you that it has finished. Press any key you like to get to the actual viewing of the data. That's much more impressive.

```
   Print Chr$(Rnd(25)+65);
Next NOISE
Clw : Print "< Amiga Format DataBank >"
Cdown
End Proc
```

And that is the basic screen setup. All the graphics commands were arrived at by a mixture of thought and planning, with a little bit of trial and error thrown in for good measure. Try a box on screen and see if it looks right. If it doesn't then go back to the editor and do it again adjusting the figures a little.

The other procedure in the program is the _ENTERDATA subroutine, and this simply takes the lines of data from the keyboard and stores them in an array called NAMES$().

```
Procedure _ENTERDATA
Shared NAMES$()
```

This opens the procedure and tells the proc that the array NAMES$() has actually been defined at the beginning of the program. All variables are local to various parts of the program unless you specifically tell the program that they are to be shared or global.

Next you take in the entries and store them into the array:

```
For ENTRIES=1 To 20
   Input "Input data: ";NAMES$(ENTRIES)
Next
Cdown
Centre "All data banks full!"
```

The array is filled by setting up a for/next loop and prompting you to input the data. As the variable ENTRIES is incremented each time the loop goes around, the next pigeonhole in the array is filled with the next bit of data typed in at the keyboard. When the loop is finished, when all 20 holes are filled, the computer should say that all are filled. This is done simply by printing the line that all data banks are full in the centre of the window. (Note that all screen printing and centring commands are now referring to the window and not the whole screen.)

So now you have a filled array. This array is then sorted using the command:

```
Sort NAMES$(0)
```

which sorts the named array from smallest to largest. All your entries, names and numbers are sorted by the first letter. You must be sure to add no punctuation to the entry or any odd characters – just in case this disrupts the sort procedure. Every entry must be on a single line.

All that remains is the main body of the program, which runs everything. Having set up the screen and entered the data you are ready to use the *DataBank* for accessing names.

As well as the reserve zone line, you also have to dimension the array NAMES$ and set a variable called 'choose' to 0.

```
Dim NAMES$(20)
CHOOSE=0
```

Follow with calls to the procedures you've written:

```
_DATASCREEN
_ENTERDATA
```

then you're ready for the main loop. At the start of the main loop, you have a little series of tests to see which button on screen you have clicked on with the mouse.

```
If Mouse Key and Mouse Zone=1
   Dec CHOOSE
End If
If Mouse Key and Mouse Zone=2
   Inc CHOOSE
End If
If Mouse Key and Mouse Zone=3 Then End
```

If the left mouse button is pressed and the mouse pointer is in zones one or two, then the variable CHOOSE is INCremented (added) or DECremented (subtracted) to give you the next or previous entry in our little database. The following lines:

```
If CHOOSE>20 Then CHOOSE=20
If CHOOSE<1 Then CHOOSE=1
```

Check to see if the entries you've chosen push the CHOOSE variable above 20 or below 1, which are both outside the array's range. If this is the case then the variable is stopped at the lowest point.

```
Locate 1,5 : Cline : Print NAMES$(CHOOSE)
```

Now you come to the line which prints the chosen entries on screen. Each time the loop goes around the cursor locates to location 1,5, clears the line and then prints up the current entry. As you 'inc' and 'dec' the CHOOSE variable with the on-screen buttons, the entry changes.

A 20 click wait is put in the end or the loop goes around too fast causing a flicker. This means you to have to let your mouse linger on the button before the button press gets sensed by the loop, but it's a small price to pay for a more controllable loop. Wait 20 is only 2/5ths of a second though, so don't worry too much.

```
Wait 20
Goto MAINLOOP
```

The last line sends you back to the label MAINLOOP, and the entire process starts again. The button is sensed, and the CHOOSE variable is moved back and forth.

Program Enhancements

The program can be improved in a number of ways, which you might like to try and do yourself as an exercise. Firstly you can use the MATCH keyword to search for a certain letter at the beginning of the entry. So you could load up all the entries beginning with S, for instance.

Also you could load a graphics screen with a more exotic design on it. You could also add more buttons for more functions, like time and date, and also add a loading and saving numbers feature to save you having to type them in all the time. Or how about automatically loading the numbers on startup and automatically saving them (along with any new ones) at the end?

The loading and saving arrays is achieved by saving the array data as a file to disk, or loading it FROM disk into an array. The simplest way of doing this is to use the sequential files feature (which will be covered at a later date). If you want to go ahead and try it anyway, read the bit in the *AMOS* manual about sequential files. You just open a channel to the disk:

```
Open Out 1,"names.seq"
For A=0 To 20
  Print #1,NAMES$(A)
Next A
Close 1
```

and do a for/next loop to print the entries to the disk, not forgetting to close the channel after you've visited the disk.

TECH HELP

If you have any problems with your AMOS disk or technical problems with AMOS itself, phone Europress Software on (0625) 859333 and ask for the Technical Help Dept.

Additional software support is available from the AMOS Club, 1 Lower Moor, Whiddon Valley, Barnstaple, North Devon, EX32 8NW. Send them your name and address, and £12 per year (£15 overseas) and you'll get six issues of the newsletter full of *AMOS* hints and tips, a regular disk of goodies, plus a technical help phone number you can call to help you figure out any problems you have with your *AMOS* programs.

Club members also qualify for discounts on *AMOS* software, particularly Shadow Software and delightful games like *AMOS TOME 4*, *CText 2* and *SpriteX 2*.

MORE AMOS

If you want to know more about *AMOS*, it's a good idea that you get the manual and examples disk (to go with your FREE copy of *AMOS*) from our mail order department on Pages 150-152. If you don't have the issue with the free copy of *AMOS* on the cover, then why not order that too from Back Issues?

There are also a number of books on the topic out at the moment, like Phil South's *Mastering Amiga AMOS* (Bruce Smith Books), a good basic beginner's guide. On a higher level there's the excellent *Amiga Game Maker's Manual* by Stephen Hill (Sigma Press 0923 531035) and also one by *Totally AMOS* authors Len and Anne Tucker, called *AMOS In Action* (Kuma Computers 0734 844335).

ANY QUESTIONS

If you have any questions about AMOS send them to:
AMOS Answers
Amiga Format
30 Monmouth Street
Bath, Avon BA1 2BW

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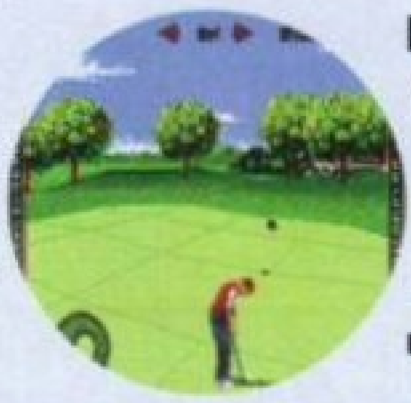
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Game Busters

"I remember the days when games were played properly, and where cheating was frowned upon, not positively encouraged!" – Sod off grandad. Here's **Andy Nuttall** with some cheats and tips…

Chart busters



Nick Faldo's Golf

The tricky control system can be best mastered by following these tips.

Don't concentrate too hard on wrist snap – concentrate on the double-click more (wrist snap only adds 10 per cent more power).

Get used to less difficult clubs first, such as the three wood with its larger strike bar.



Sleepwalker

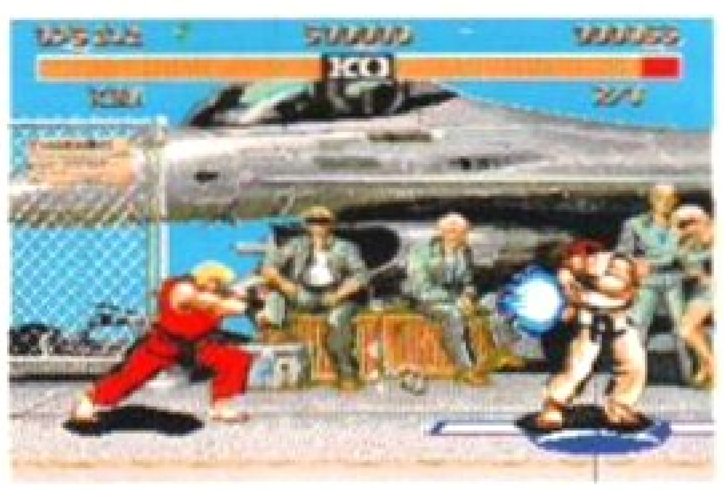
To find COMIC: C is above the shop canopy and to the left of the Nite club; O is past the bouncer; M is past the sewer water to the left; I is up and to the left, past the telegraph cable above the car; and C is along the top right of the map. Secret passage: Pick up the beard near the first C, go to the sewer exit near the traffic lights, hit the four arrows. Go through the sewer to the right.



Trolls

Enter Sodapop level, but before hitting fire, push up on the joystick and hold down K while pressing the fire-button to begin the level. Release the key only when the level has started. Now press Escape to complete the level.

STREETFIGHTER 2



Fiendishly difficult, these thunderbolts, but damned effective!

Select one player mode, then wait for the character selection screen.

Place the cursor on Blanka, but don't press the fire-button to select him. Now type in PATIENCE, and the screen should flash. If you now start the game using any character, you can press F10 to restore your energy to full.

David Smith, Hertford

ROAD RASH

£25

Here are a couple of cheat codes for Electronic Arts' bike racer, so you can beat your Mega Drive-owning friends…



Don't try this at home, kids. Feeling a policeman's bottom will not, repeat not, give you more credibility.

Enter code:
00000 01O00
MTPN8 4NPBI
to give you several millions of dollars, and take you to level four;
43143 067KO
01EVD 571RQ
to give you thousands of dollars, and take you to level five; or
00000 O2TT1
1OA2J 45TOT
to give you a Ferrucci bike, and also take you to level four.

Also, there's an easy way to qualify more difficult levels.

Here's an example code:
14631 100BC
AB022 47tQA

The first five digits represent your placings in races, in this case that's first, fourth, sixth, third and first. To progress you must finish within the first five, so the trick in creating your code is to make all the digits less than five, but make sure that your placings add up to the original total. Change the sixth to a fourth, then make one of your firsts a third, so your code should now read 14433, and hey presto! When you enter your code you will be promoted to the next level.

Thanks to James Hazell of Chepstow who wins a £25 voucher for his tips.

PREMIER MANAGER

Want to know how to improve the capabilities of your football team? Cunning use of the telephone in this rather excellent football management game could bring you riches beyond belief – if you follow our guidelines direct from Gremlin…

By dialling any of the following numbers into the telephone, you will be able to improve your team's capabilities. These cheats will only work on the first player in a particular position, so if you want a strong strike force you must enter the corresponding number, move your striker out of his position, then re-enter the cheat.

The cheats will change the player's names, but you can use the 'change name' facility to change them back.

When starting a new game enter four names – your own, and three dummy ones. Enter the ROF Cheat on the three dummy teams, then sell your players to the dummy teams for £20,000,000 a time. Buy players from the dummy teams for the minimum asking price, then make each fictional manager hand in their resignation in front of the board. Eventually you'll have a team full of the best players, and a bank balance of over £60,000,000!

You might not be quite ready to take on the might of your AC Milan's, Barcelona's or Real Madrid's, but you'll certainly see an improvement out on the park.

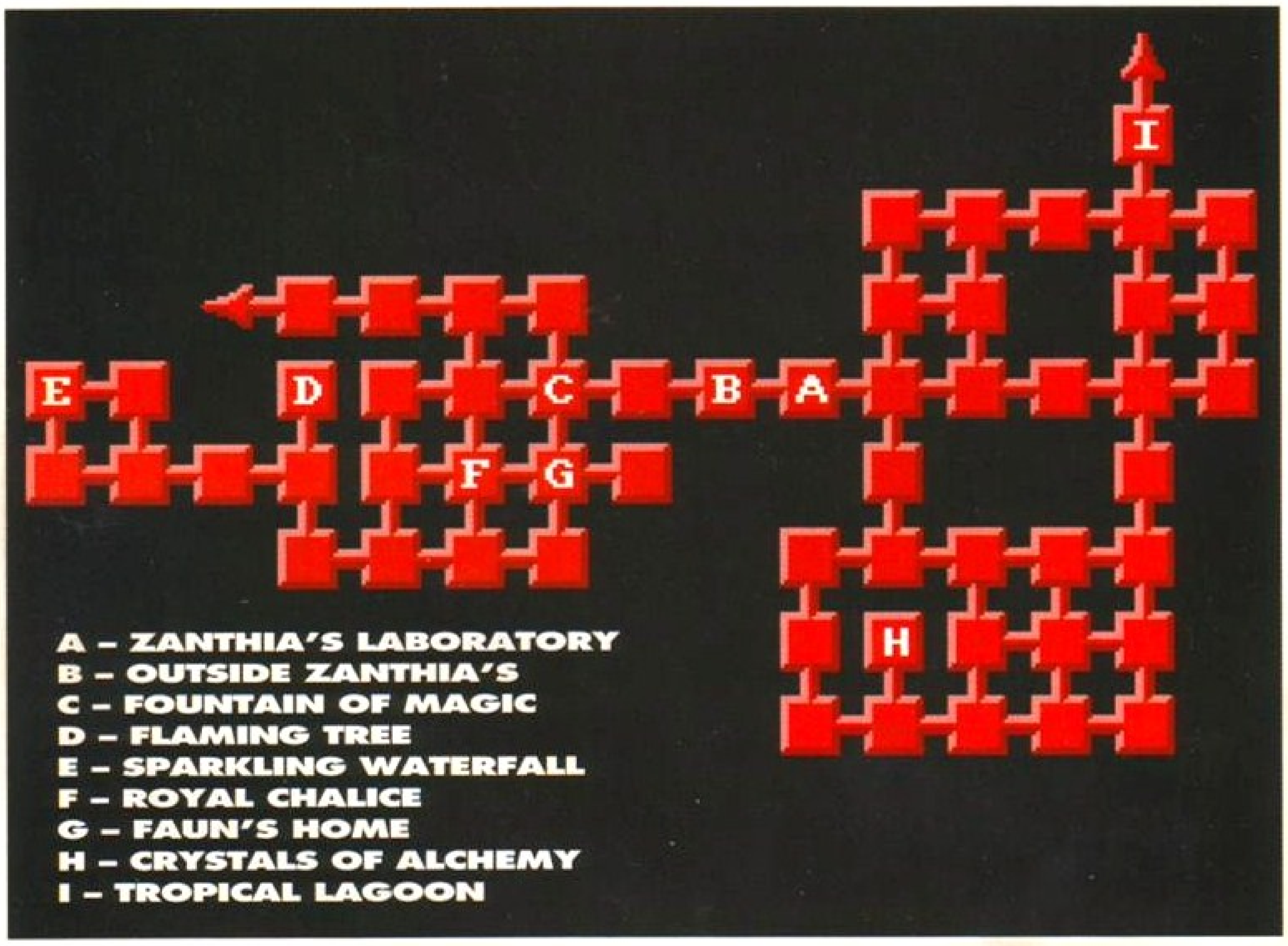
Number	Effect	HA	TK	PS	SH	AGE
753423	Manager's name becomes Gremlin Cheat, and keeper's stats change to	99	1	1	1	18
250967	Manager's name becomes Mansell Cheat, and defender's stats change to	1	99	1	1	18
000123	Manager's name becomes Lotus III Cheat, and defender's stats change to	1	1	99	1	18
220769	Manager's name becomes Zool Cheat, and defender's stats change to	1	1	1	99	18
781560*	Manager's name becomes ROF Cheat, and defender's stats change to	99	99	99	99	99

*Also gives a bank balance of £20,000,000.

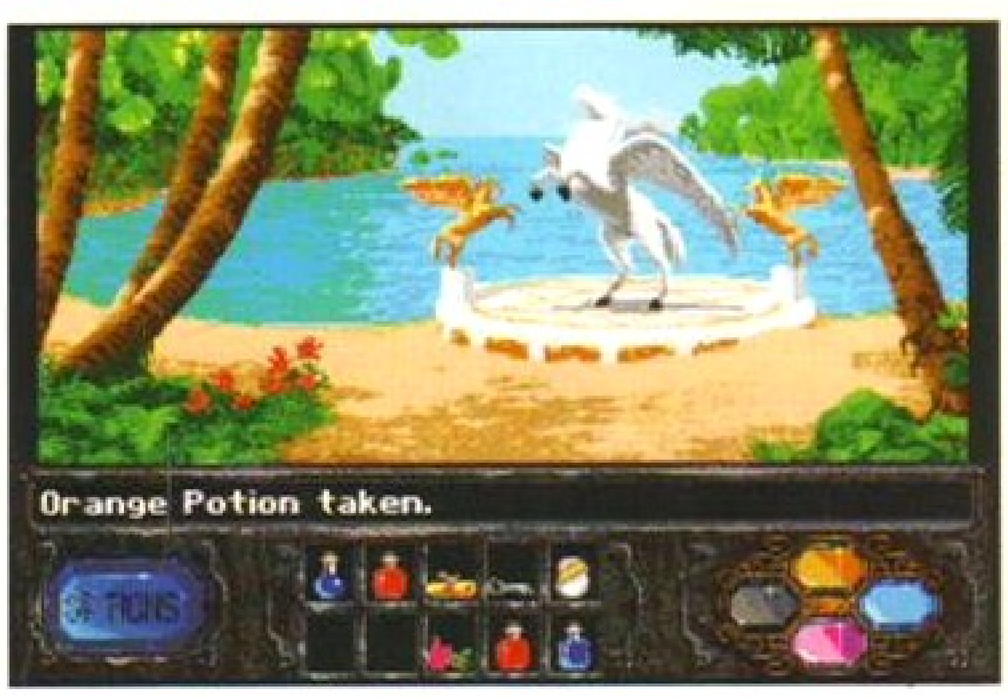
Legend of Kyrandia



Last month's GameBusters covered the travels of Brandon across the first three levels of this excellent fantasy adventure. But if you're still having trouble, then here's the solution to the final two chapters, leading to the defeat of the evil Malcolm…



CHAPTER FOUR – FAERIEWOOD



You too can be transformed into a flying horse. Personally, I prefer to just nip down The Flying Horse.

You should now be inside Faeriewood. Wander around until you are knocked out by a falling tree branch – this could happen at any point in the woods. Zanthia the Alchemist will appear and drag you off to her laboratory and then wake you up.

Zanthia will discuss the state of your quest, and ask you to retrieve some magic water from the fountain. Go off in search of it, but make sure you take a flask with you. When you get there you will be accosted by Malcolm again. He will be unusually pleasant, and will only break the fountain by removing one of the crystal orbs.

To repair the fountain, you must retrieve the orb from the Flaming Tree. Freeze the tree first by reading Darm's scroll, then pick up the orb and replace it in the Fountain. It will rejuvenate, and you will be able to fill one of the flasks you found in Zanthia's laboratory. Drinking some of the water will activate the blue gem on your amulet, and enable you to perform some minor enchantments.

When you return to the laboratory, Zanthia will tell you about your royal heritage, give you some clues about the powers of her potions, and then ask you to get her some blueberries to mix into a potion which might help you.

The blueberries can be found at the Sparkling Waterfall. When you return from there, Zanthia will be gone. The rug on the floor will be rumpled, and if you explore further you will find a trap-door that leads to an area of Faeriewood behind Zanthia's home.

The main problem facing you within Faeriewood is in making potions. You can make red, blue and yellow potions by placing specific ingredients into the cauldron. A flower and a gemstone of the same colour will usually produce a potion of that colour; so a blueberry and a blue gem will yield a blue potion, while a yellow tulip and a topaz or an emerald will make a yellow potion. The exception to this particular rule is purple – a purple rose and a purple amethyst will not yield a purple potion.

Some of the gems can be found in Faeriewood, but you may have to retrace your previous steps to get all the potions you need. To make a red potion, explore beyond the trap-door where you will find the tropical lagoon containing red orchids.

In the woods behind Zanthia's house, you will find the Crystals of Alchemy. These crystals enable you to mix different colours of potions to produce a desired cocktail. Mixing is easy – if you put a blue potion in one slot, and a red potion in the other, a purple potion will be produced. In much the same way, red and yellow potions may be mixed to produce a useful orange potion. Watch out, though, because green potions are poisonous…

Once you have mastered the art of potion making, you must use your skills to get the Royal Chalice. This can be located hovering in the air near the fountain, and may be released by using the blue gem from your Amulet. The chalice still isn't yours, however, because a tiny faun will scamper by and pinch it. Chase the faun to his house. Before you enter however, you will need to drink a purple potion so that you can fit inside his front door.

Inside the faun's home, negotiate a trade in order to get the chalice back. The faun is only interested in apples, so if you still have the apple from Kallak's treehouse in part one, you should be OK. If you were greedy and ate the apple earlier, you'll have to scout around outside the labyrinth to find a second. What's that? You mean you ate that as well? Blimey! Fortunately for you, there's another one lurking around somewhere in the woods behind Zanthia's – this may not be there at first, but keep wandering around and it will appear eventually.

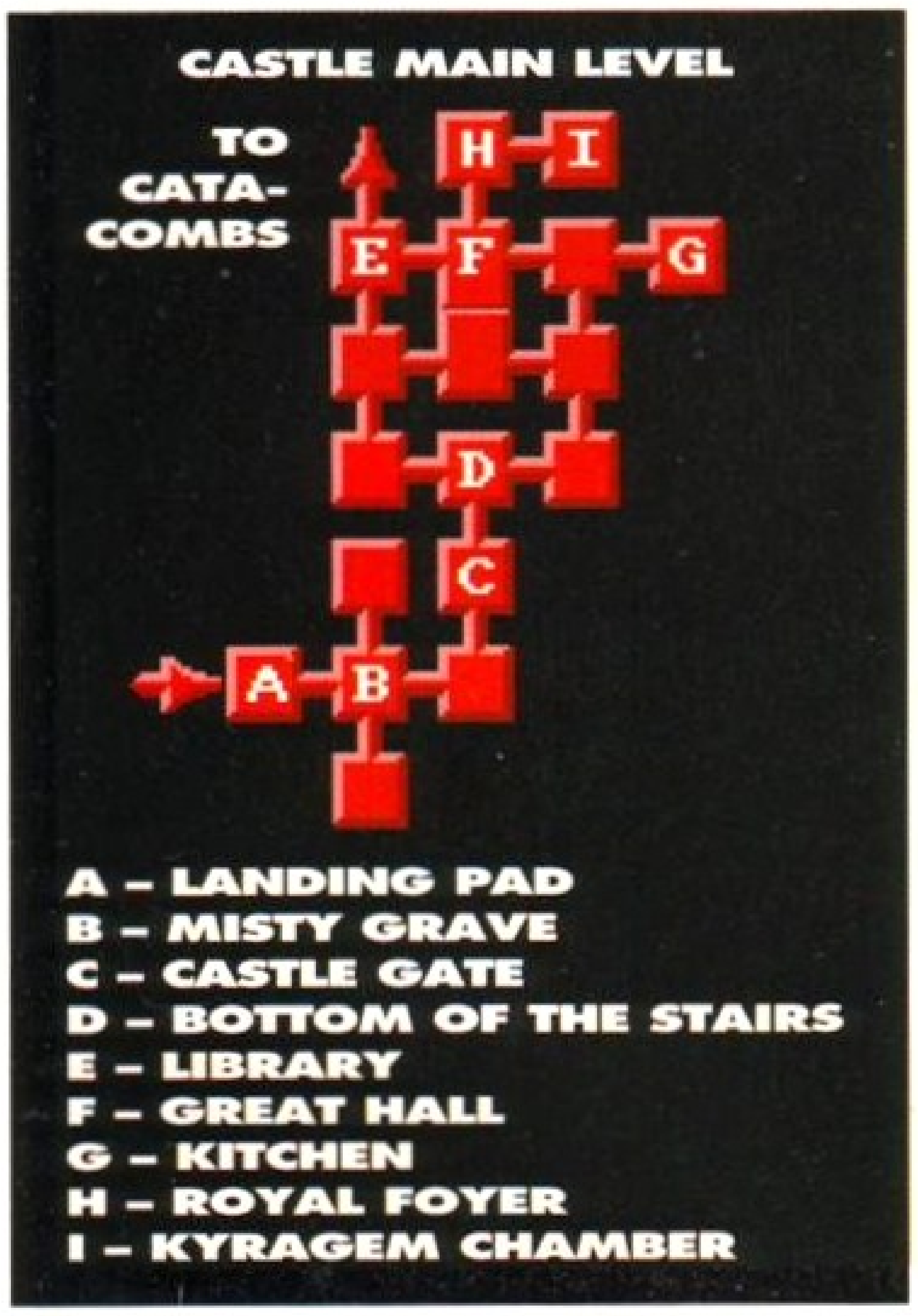
Right, got the chalice? Then you must make your way to the castle. Before you go there, make sure that you have everything you need – the key, the Royal Chalice and a flower – because there's no way back. To get to the castle, you need to make your way across the water near the Tropical Lagoon. Stand on the small circular platform, drink an orange potion, and before you know it you'll be polymorphically tweened into a

beautiful winged Pegasus, which automatically flies to the castle.

Danger points: as well as the poisonous green potion, there are a couple of other dangerous situations in Faeriewood to watch out for. Just outside Zanthia's door there is a huge frog sitting in the swamp with only his eyes showing; get too close and he will eat you. Also, if you try and float across the water using the will-o-wisp ability, you will be eaten by a large fish that's extremely partial to wisps.

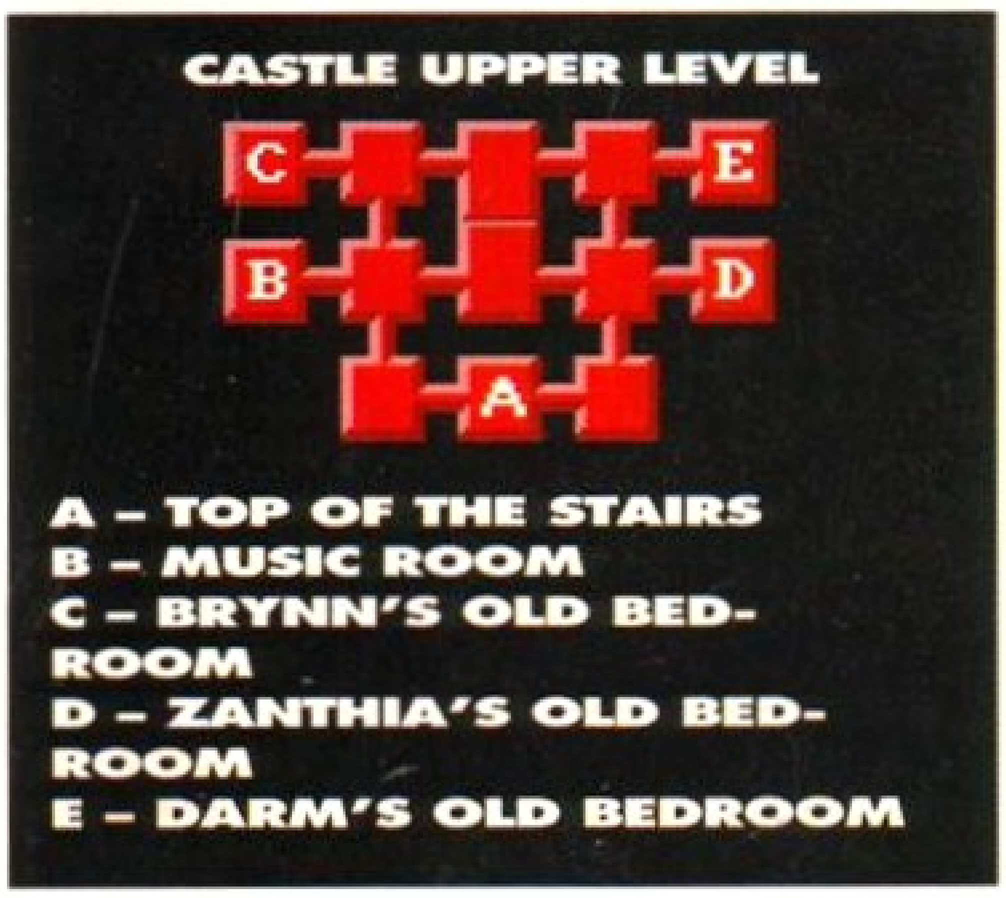
By the way, both of these deaths are rather amusing to see, so it's worth saving your game before they happen, and then wading in…

CHAPTER FIVE – CASTLE KYRANDIA



After landing and changing back into your human form, you should discover the graves of your parents. Place the flower on the grave, and the ghost of your mother will appear, telling you that you need the chalice to defeat Malcolm. (This advice is a bit silly, really, because you can't return to Faeriewood to get it. This means if you don't have the chalice now, you must reload a previously saved position and start again from there. Advice such as this should be inserted at the correct position in the game, or left out altogether). Your mother will also activate the red Amulet gem, which enables you to become invisible for a short time.

When you arrive at the castle gate, you will find it's guarded by two gargoyles who will spit acid at you at the drop of a hat (see final paragraph of Chapter Four). You must use the red Amulet gem to make yourself invisible before you approach them. Use the key in the lock, then walk in.



Once inside, ignore Malcolm's house rules, and locate the Royal Foyer at the far end of the Great Hall. You'll need to find two keys which unlock the doors; the first may be found in the catacombs, while the other is upstairs in the Music Room.

To enter the catacombs, find the library, then stand on the revolving fireplace. At the far end of the catacombs you will encounter a Force Field which may be removed by using the blue Amulet gem. Several rooms beyond this there is a rock on the floor, under which you will find a golden key. After using the Blue gem, you will need to wait a few minutes until the effect has worn off before you can activate the will-o-wisp gem to explore the catacombs with full illumination.



In the hallway near the music room, you will meet Herman for the second time. This time, though, he's under Malcolm's influence, and he will attempt to return the saw to you by cutting you into small pieces. You can make Herman sleep by activating the yellow Amulet gem.

To get the second key, play 'Do-Fa-Mi-Re' on the bells (that's bottom, top, second-to-top and second-to-bottom), and the key will appear from behind a picture.

Get the Sceptre from the kitchen, then go and get the Crown from the reverse side of the revolving fireplace in the library. To expose the reverse side, you must pull out four books from the shelves in a specific order. You will find that four books begin with the letters O, P, E and N – which, surprisingly, spell 'OPEN'. Cunning, eh?

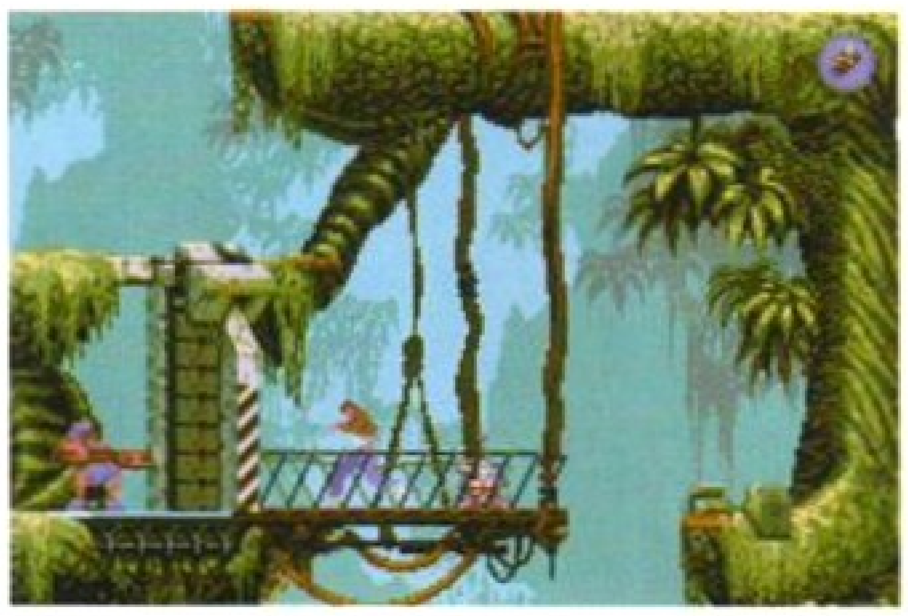
As an added bonus, it's worth your while wandering around the bedrooms and taking a look at the different things you find – none are essential to the plot, but they can be funny.

When you open the Royal Foyer, place the Sceptre, the Crown, and then the Chalice on the red cushions in the alcoves – and make sure they are in that order. This will open the door to the Chamber of the Kyragem, where you will again meet the cruel Malcolm. Brandon will now punch Malcolm and knock him out. Hooray!

Go into the room with the Kyragem and then position yourself in front of the mirror on the right-hand side. You must then turn yourself invisible before Malcolm enters the room and casts the 'turn-to-stone' spell. If all goes swimmingly, the spell will hit the mirror instead of you, and then rebound and hit Malcolm, turning him to stone. This is now the end for Malcolm, and so Kallak is freed, and you've just completed the Legend of Kyrandia – congratulations!

OH NO! IT'S THE PATHETIC TIPS!

We have an extraordinary bunch of crap tips for you this month, readers. First up I must mention the flood of letters we have received containing level codes for US Gold/Delphine's *Flashback*. Nice work, guys, but don't you realise that the game isn't actually on sale until April? Has anyone told you that copying games isn't clever or hard? Slapped wrists all round, I think.



Flashback, the most evasive game on the planet, seems to be the target for several pirates…

Right, moralistic issues and preaching out of the way, let's get on with some seriously awful hints. Here's a letter from Graham Kavenagh of Dublin:

"To get the Gremlin cheat one, (the one that's on screenshots) simply phone Gremlin! You get the equivalent of Packie Bonner! Great innit? I can't get a defence for Liverpool though!" Er, thanks Graham. But what the hell are you talking about? And what's Packie Bonner got to do with anything?

Bizarre tip of the month goes to Jon Wilcox of Ashton under Lyne, who writes:

"In *Shadow of the Beast 3*, when the spikes are about to kill the monster, pause the game and type in the fab words '*Amiga Format Special*' for unlimited energy." 100 per cent for effort, Jon, but (yes, you guessed it) it doesn't work. Strange, that.



The Shadow hides behind a cunning piece of scenery. Wouldn't you?

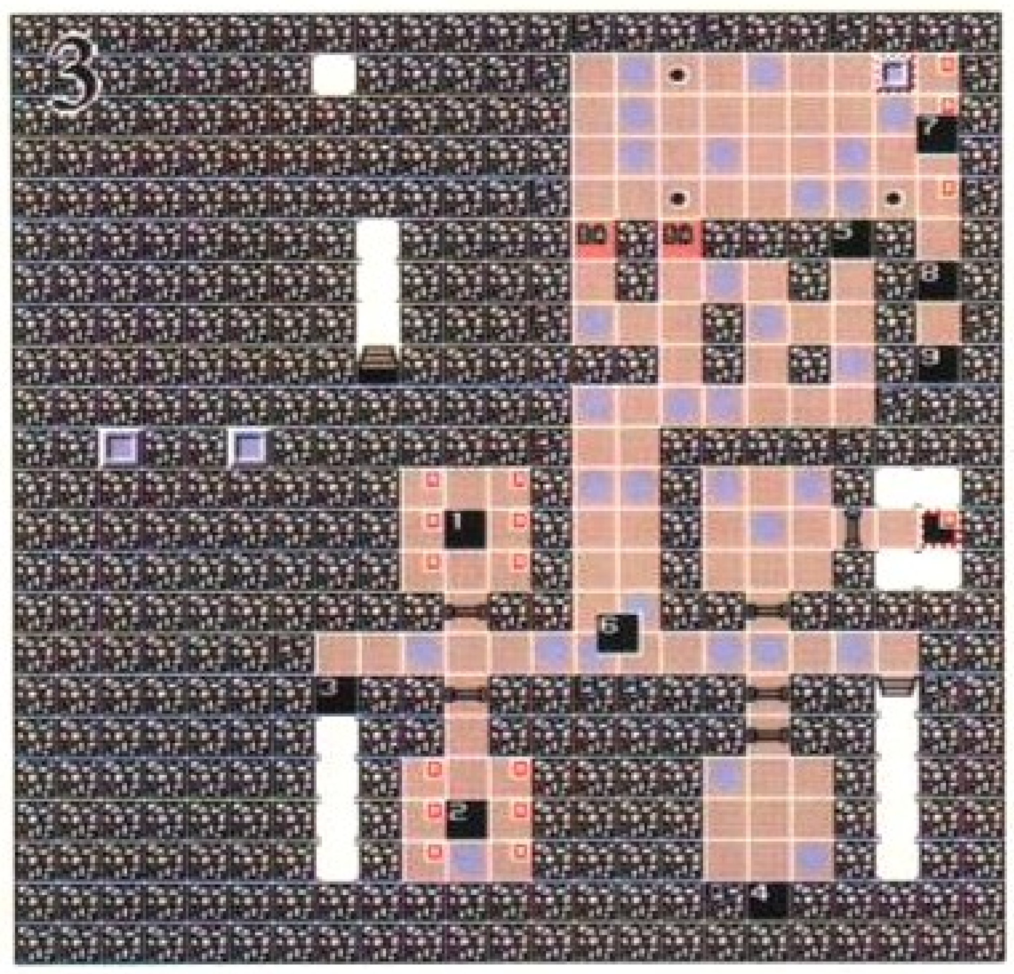
The height-of-cheek award for April has to go to Samantha and Gareth Evans of Chessington, who sent in a sheet of tips for our perusal. Hmmm, sounds interesting. Until, that is, you find that the sheet is made up of photocopied cheats from another magazine, cut up and pasted on! Incredible! Still, it takes all sorts I suppose…

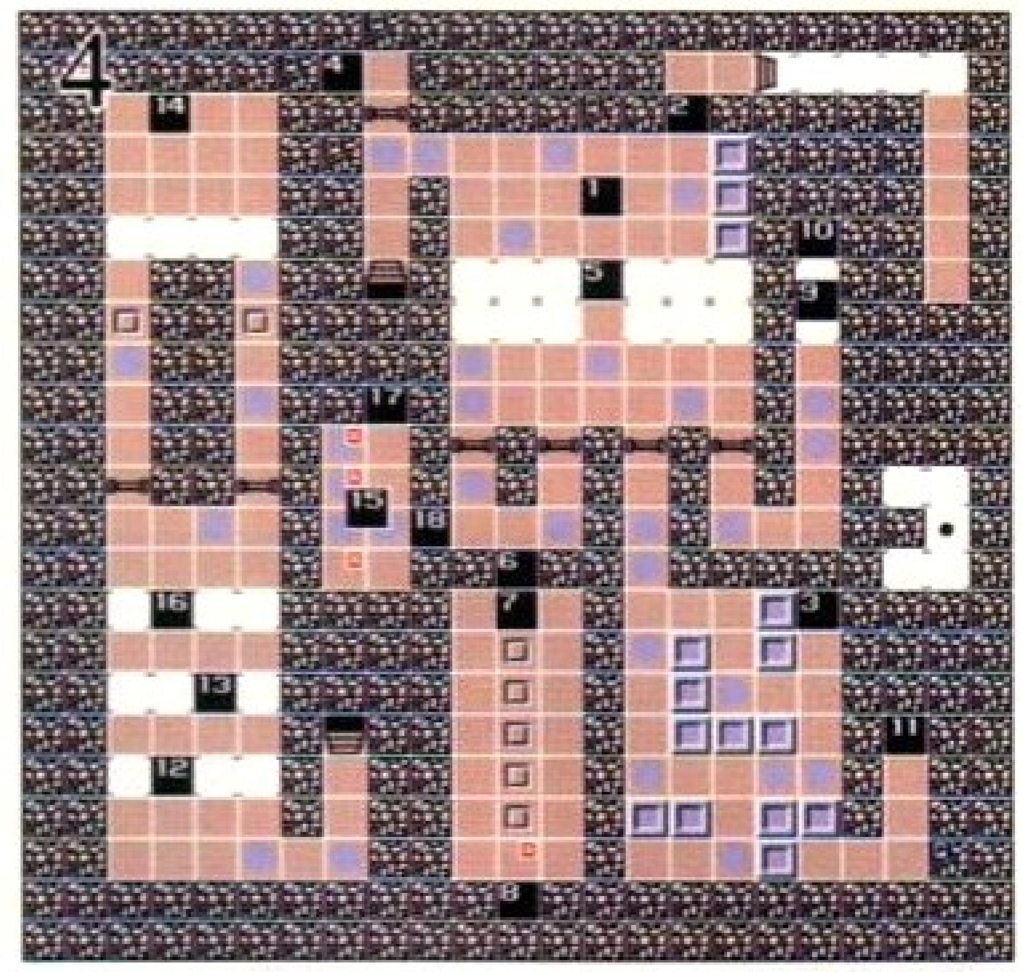
That's all for this month, folks. Keep the tips a-rollin' in! The weirdest tips printed might, just might, win an exclusive *Amiga Format* enamel badge. These exclude the kind of tips which we know are contrived, much like the *You've Been Framed* school of video creation, where people set up accidents on video just to see themselves on telly. These sort of tips will not be tolerated (unless they *really* make us laugh, of course).

Hired Guns

Last month's demo: what a scorcher, but if you're having problems, here's the solution.







A) STARTPOINT

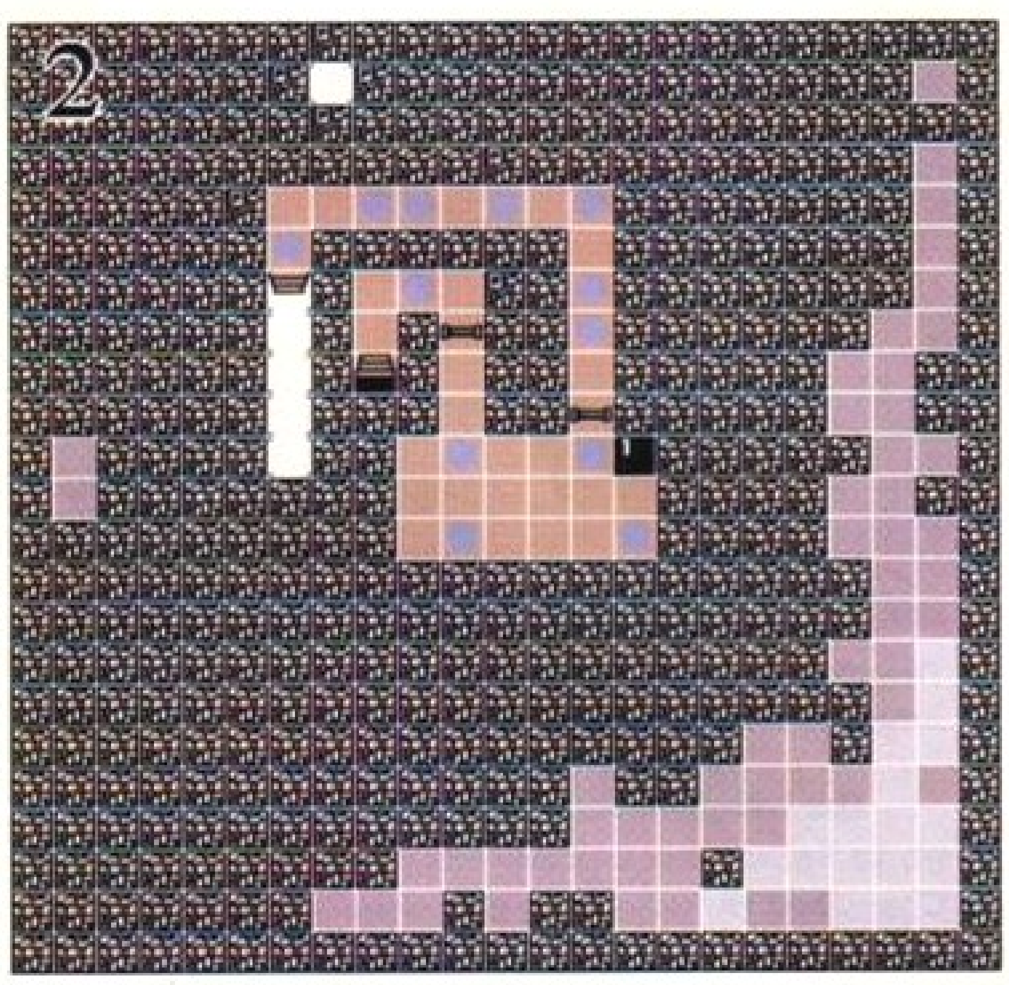
Characters start at the ground level at 1.1. Begin preparing them by selecting a weapon from each of their individual stores.

B) PUSHABLE BLOCKS

At 1.2 is a particle beam rifle. This is most useful in the Firefight later on. Use the pushable blocks from 1.3 to bridge the gap from 1.4 to 1.5. Ammunition for this can be found later on.

C) FIRST ENCOUNTER

Go through the door at 1.6 and down the stairs. Around the corner and through the door, two Skeletons will be active with a third emerging. Kill them. With the key at 2.1 go through the nearby door and down the stairs.



D) LEAHDILES

Move down to 4.1. At the bottom of the stairs, two creatures called Leahdiles will be waiting. The door directly ahead is locked so turn right. This is the main room where all the puzzles converge.

E) CO-OPERATIVE VENTURE

Take two characters through the door at 4.2 and down the stairs. This puzzle needs two characters to co-operate. Move one character up lift onto the ledge. The remaining character has to move the two pushable blocks one by one onto the lift and up to be received at the top. The character at the top will use these to fill in the gap. There are only two blocks in that room, three will be required. Get an extra block from the main room at 4.1. Once the gap is filled, pick up the key. This will allow you part access to the main turbo lift.

F) THE EGG ROOM

Send an armed character through the teleport at 4.6 into the room at 4.7. Collect the Psi-amp at the end of the room then leave by the south teleport at 4.8. If you're quick, you won't need to fire. The Psi-amp is used to create a bridge in front of whoever 'casts' it.

G) BRIDGE BUILDING

Use this Psi-amp to bridge the gap at 4.9 and collect the key at 4.10. Be careful to use the Psi-Amp twice as there is a gap of two blocks. (Experienced – or foolhardy – users can take a short cut by not bridging the gap and falling down instead. Also, the Psi-amp charges saved can be used to get the ammo for the beam rifle at 1.7.) Conserving the beam rifle ammo until later will give you a better chance of surviving.

H) TURBO LIFT

At 4.3, there is the other key required for the turbo lift at 4.4. The lift will take the characters back to ground level but you should find some interesting items there. Pick up all you can then head back down the lift to 4.1.

I) WATER

Send two characters down the lift at 4.5. Ideally CIM should be one of them since he can't drown. Equip him with a DTS if possible. Find your way through the maze to the lift at 5.1. Send a character up the lift to pick up a key (this key will be needed later). Bring everyone back to 4.1. Take a heavily armed and armoured character up the stairs at 4.11. There are two Leahdiles at the top who shoot fireballs. Once dispatched, collect food and medicine from 3.1 and 3.2.

J) TELEPORTERS

Head down the stairs at 3.3. This room has three rows of teleports crossing it. Step on 4.12 then 4.13. Go through any of the two doors. As you approach a gap in the floor, a block will fall. Use the Bridge Psi-amp to get across the gap and fetch the key at 4.14, pull the block back from the door across the bridge to reveal the door (or get another character to push the block from behind).

K) AMMUNITION

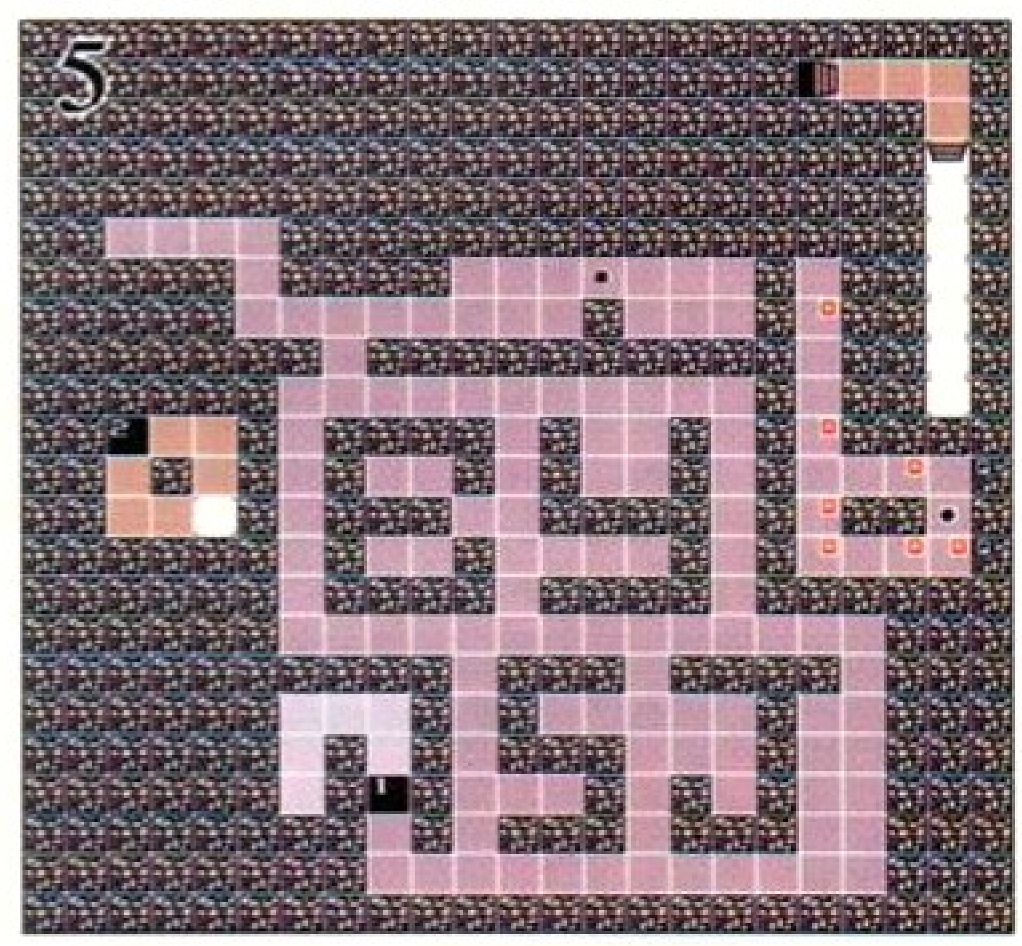
Some extra ammunition can be had in room 4.15 through the teleport at 4.16. To leave this room press the button at 4.17 to reveal a hidden passage at 4.18.

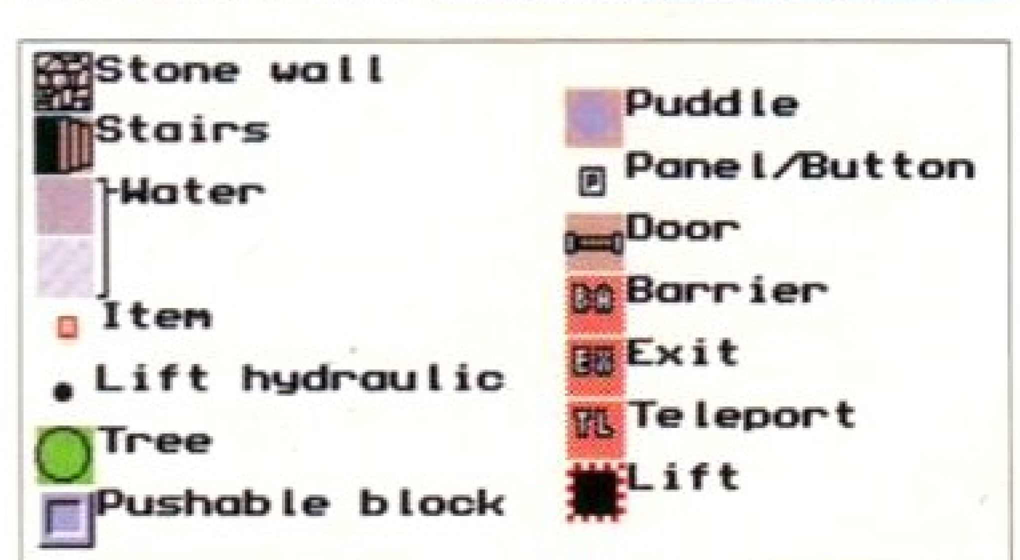
L) THE BIG FIREFIGHT

You now have access to the exit enable switch at 3.4. Move your characters to this room. When this switch is pressed the barrier at 3.5 will be disabled. Your characters will be faced with a horde of leahdiles. From 3.6, keep firing up the corridor and take out as many as you can from as far away as possible. Don't get impatient. It is possible to lay proximity mines (if you have them) – so the Leahdiles will walk into them – before activating the exit switch.

M) AFTER THE BATTLE

If you are fortunate and the Leahdiles are dead, then proceed to 3.7. Use the medical supplies here. Use one of the blocks on the lifts nearby to fill in the gap at 3.8. Cross the neatly filled gap to reach the exit at 3.9.







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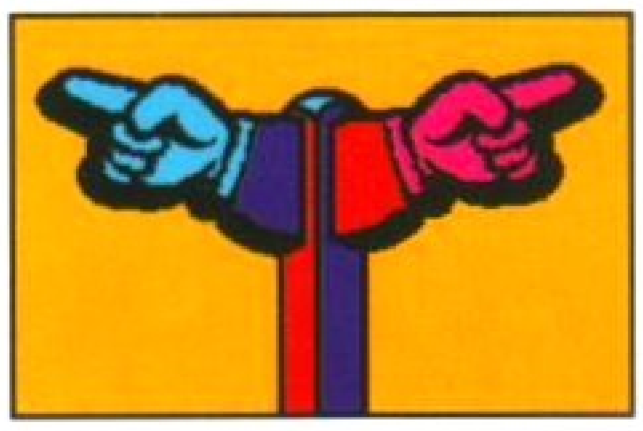
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Helping Hand

Oh my god! You're not still stuck on the games that you got for Christmas are you? Finding that end-of-level guardian just a bit too tricky? In that case, you may need some help from **Andy Nuttall** and his unfeasibly large Helping Hands…

MOTHER MAYHEM



Level five or not Level five? That is the question.

Help! We're going crazy! We've been stuck on the same level of *Lemmings* (mayhem level five) for months now, and we can see no way out. Please help us if you can.

Mrs J Garland
Hayling Island

As the first lemming reaches the left of the first platform make him dig down. Let seven or eight lemmings fall after him, then stop the rest with a blocker. Dig through the rest of the platforms in an erratic path, to prevent them from falling too far.

As the first lemming falls on to the bottom level, he will begin to walk right – set him as a blocker, so the rest bump into him and walk left instead. Then set the second in the line as a blocker when he's beneath the overhang in the middle of the level – so the first lemming continues to the left. As he approaches the left-hand platforms, make him build a bridge up to the first platform.

At the leftmost point of the platform, turn him into a blocker. Blow up the last blocker to allow the lower lemmings to get to the bridge. As a lemming approaches the blocker turn him into a builder, then the builder will hit the blocker mid-build and change direction. Repeat this until you reach the exit, then release the others by blowing up the blocker.

Phew! I hope that's helped you Judy.

Godhead

I'm addicted to *Populous*! Could you inform me of the issue in which any past advice has been published, so that I can move on to another game!

P Cane
Leverstock Green



Buy *Screenplay 2* for help with all your *Populous* megalomaniac-style burning, looting, raping and shooting.

Unfortunately, the issue which contains tips for Populous *has now sold out. All is not lost, however, the tips are still available in Maff Evans' excellent book* Screenplay 2, *available from* Amiga Format *Mail Order for a measly £9.95 (0458 74011).*

Dead tree scrolls

For Christmas I was kindly given a copy of *Heimdall*, the thing is I am having severe amounts of trouble getting off the first island of Midgard. I have placed the diamond and runestone on to the receptacle which is hanging from the tree, but what is the third item that is required?

Also, how do you decipher the scroll found in the chest on the island which is guarded by the Seamonster? I have managed to get *Heimdall* to a runelore of 99, but he is still unable to decipher it. What am I doing wrong?

Mr P Millard
Cheltenham

The tender which is mentioned in this case is legal tender, or money, so put the silver coin into the receptacle. In return you will get the spell to kill the evil Seamonster.

The scroll in the chest is a red herring, which you don't need to decipher to get on in the game. If you could decipher it, you would find that it is a recipe for scones which the programmer had cooked one day.

Itchy fingers

In reply to Robert Booth's query about Core Design's excellent *Premiere* (**AF**43 – 89 per cent), I would like to tell you the secret of the Bulldog's finger movements. Watch his hand, and when he has moved his fingers three times it means he will reach for his gun – so shoot as quickly as possible.

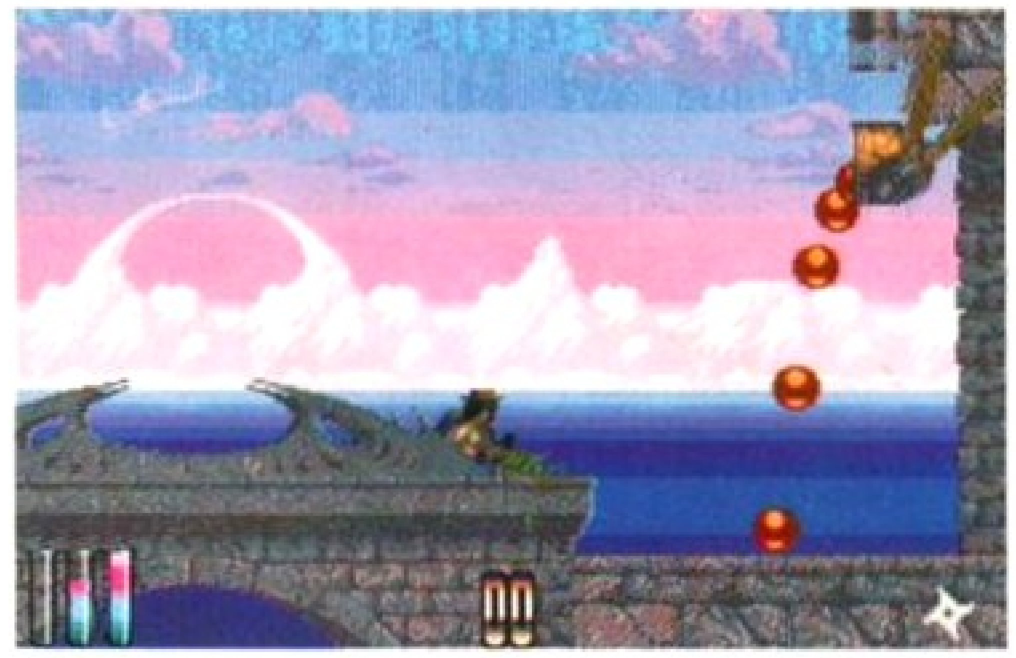
Next time, he will fire at you after moving his fingers five times, and finally four times. By anticipating all of his quick-draws in this way, you should always manage to kill him.

Martin Keen
Southampton

Thanks, Martin. I must admit that although I fought and beat the Bulldog, I didn't realise that this pattern existed!

Bat 'n' bald

Although I have come very close to finishing *Fire and Ice*, I still encounter the same problem on the third Temple level. I often cannot complete the key, despite managing to kill everything in sight. I have even found the secret room, but this doesn't help. There doesn't seem to be any pattern between completing and not completing the key – and soon I will have virtually no hair left!



Hang on, haven't we been here before? It seems that the old Shadow is still cowering behind that scenery…

Also, why does the score sometimes go completely nuts? Do we have a bug?

Nan (?)
Yelveston

Unfortunately, your question is a bit vague – we need to know the name of the part you're stuck on, because the third level could in reality be either the third or the fourth level. Anyway, Andy Braybrook of Graftgold offers you the following tip: "Assuming you're actually on the third level, part of the key held by the bat can be uncovered by shooting the snowcloud or the ice crystal ball. You may even get one by shooting an ice block if you're lucky. I hope this helps." Thanks, Andy.

Festive gardens

Could you help with *Curse of Enchantia*? I don't know how to pass the green man – I only have a paper clip and a money bag left. When I press LOOK, I get a picture of a big green foot – this is driving me up the wall!

Mrs G Officer
Hartlepool

You should have a match and a matchbox at this point, so if you haven't, retrace your steps and get them. Now hide behind the pillar, then wait for the troll to fall asleep. Run up to his foot, stick the match into it – then strike it! The troll will jump out of the way, so pick up the fire extinguisher, and wait for Mr Ben to appear. Thanks to Darren Price of Derby for the tip.

WIN A PRIZE!

Although we receive hundreds of hints, tips and cheats every month, we just can't get enough of 'em! So if you know any interesting bits and pieces about your favourite game, send them in to GameBusters. If you're stuck in a game, write in to Helping Hand, and we will do our best to find a solution. We offer £25 or £50 prizes for the best tips published!

If you're stuck on a particular game or have a solution to a letter printed in the magazine, then write it down and send it in to us at HELPING HAND Amiga Format, 30 Monmouth Street, Bath BA1 2BW.

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How the Rating System works

SPEED (marked out of 5) ●●●●●
Tremendously important for both hardware and software: there's nothing more annoying than waiting. A purely intuitive judgement.

DOCUMENTATION (out of 5) ●●●●●
Although there are some packages that are so simple that no manual is needed, complex items benefit hugely from a good explanation.

ACCESSIBILITY (out of 5) ●●●●●
The target for all good software should be powerful but simple: this rating assesses how easy it is to get to grips with the item.

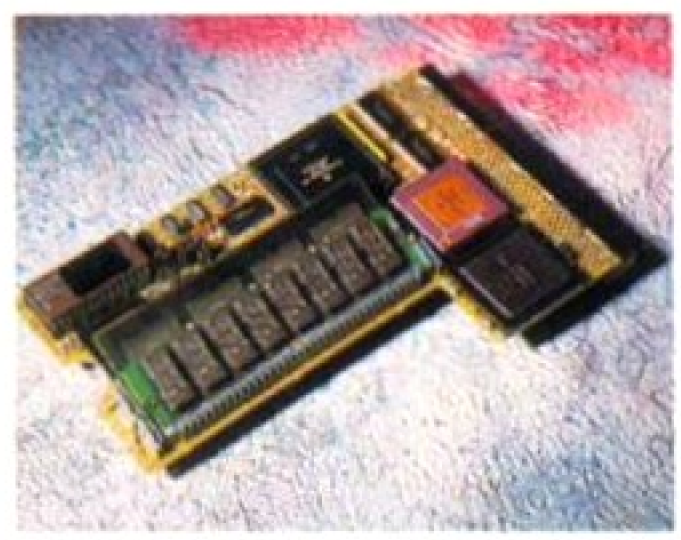
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Does it do what you want it to do? How well does it do it? And does it also do lots of other things that you'd never have thought of?

VALUE (out of 5) ●●●●●
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The Verdict, our at-a-glance overall rating, is a percentage: it's based on sheer quality, but with price taken into account, so that you know what kind of a deal you get.

Let's get serious!

Well not that serious! You can still have a whole lot of fun with some of the new releases on the following pages. **Marcus Dyson** tantalises you with what's in store...



Hardware
GVP A1230

The A1200 is no slouch, but real speed freaks are always after more speed, more power! And one way to get more power from your A1200 is to stuff a really fast processor on the CPU bus in the trapdoor. Enter GVP and their Motorola 68030 with a clock speed of 40 Mhz. Add up to 32 Mb of fast RAM and you have the kind of A1200 that makes the A3000 look average, is it within the reach of the common man? Turn to... Page 128



Hardware
ALFAPOWER HD

Last month we told you some of the benefits of owning a hard drive, and reviewed a few new machines, this month we have a new arrival from Alfa Data. The AlfaPower HD seems likely to be the cheapest A500 HD on the market, but what do you get for the money? See if it's an incredible bargain on... Page 130



Multimedia
CANDO 2

A complete multimedia authoring system that allows you to build applications and programs for a host of different tasks: from education to information dissemination. We gave an early version away on *AF*35, but INOVAtronics have improved it considerably since then, see what we think of the new version on... Page 132



Disk Management
DIRECTORY OPUS

If someone offered you a program that would let you do all those fiddly things, that were only previously do-able via the shell, by a simple series of mouse clicks, you'd be a fool not to jump at it. If they then improved it to be completely user configurable, and be able to handle 256 colours and HAM8 images, you'd be even more of a fool to pass it up. *Directory Opus 4* is that program. To see the review of our favourite piece of software ever why not turn now to... Page 149



Expert System
PRO PUNTER

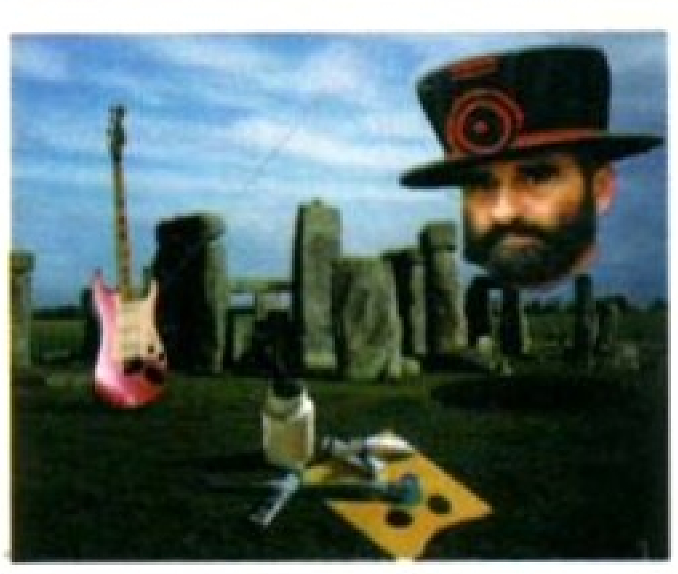
If you are going to have a flutter, you might as well use your Amiga to increase your chances of winning. Pat McDonald turns the odds in his favour on... Page 136

Disk Utility
VIDEO HD BACKUP

Think of all the valuable information on your hard drive, and imagine how you would feel if you lost it all because you didn't have a back-up system! Well fear no more because the Video HD Backup System is here. Page 140

Education
MUSICOLOR

Learning a musical instrument isn't easy. And the best time to start is when you're young. Virgin's CD program hopes to turn kids into budding maestros. Page 147



Graphics
IMAGE FX

Aiming for the crown currently worn by *Art Department Professional*, Gold Disk have launched *Image FX*, an image processing program with a difference. Not only is it AGA savvy, but *Image FX* also displays a preview image on screen and shows the effects of operations on it in real time. Sound good? Check out the full review on... Page 122



Hardware
MICROBOTICS MBX1200

One problem with the A1200 is that it lacks a maths co-processor, another is that it has no fast RAM. Real speed increases are to be had by the addition of either, but now you can have both with the addition of this reasonably priced trapdoor expansion card form the USA. Is it worth the outlay? Page 128

Brian Larkman reckons ASDG and BlackBelt had better beware. GVP's new image processing program is about to steal their thunder.



ImageFX

Image processing package ■ £249 ■ GVP

IMAGE FX is available from Silica 081-309 1111

Water/Glass Distortion – the eyes and mouth are the more obvious evidence of a face. If you look carefully the distortions around the edge are like locks of hair. The eyes and mouth have been brought through from the same image using Rub-Through mode.

IT'S TIME TO come clean. However good, fast and effective the paint and image processing software has been for the Amiga over the last couple of years, my enthusiasm has always been a bit choked after using a program called *PhotoShop* on the Macintosh. I hear your accusations of disloyalty, but anyone who has worked with it has to agree that the combination of its simple interface and immense power is unbeatable – so far!

Yes, OK, ASDG's *ADPro* is pretty powerful and fast, but what about simple paint tools? No chance. Feathered edges for compositing? – 'fraid not! And that grey interface – a few hours work and even our own Johnny Majorette can look more psychedelic. *ImageMaster* from BlackBelt is pretty good too I suppose – as long as you take a map to find your way back to the main screen. And again, no real edge feathering. In the middle of all this, *ImageFX* from GVP comes as a breath of fresh air, and though it still isn't *PhotoShop*, it is a huge leap closer. Only one other program – *OpalPaint* – gets nearer, and you have to buy a 24-bit buffer to get that!

Like *OpalPaint*, *ImageFX* looks strikingly slick and professional for an Amiga program, much like all GVP's products. The packaging, manual and icons inspire you with confidence, a feeling that grows when you see the interface and start to play with the tools. The toolbox is a rather broad strip taking up about the bottom third of the screen. This can be greatly reduced if you can use interlace mode. In any case the right mouse button can be used to toggle the whole toolbox at any time – even during a drawing operation.

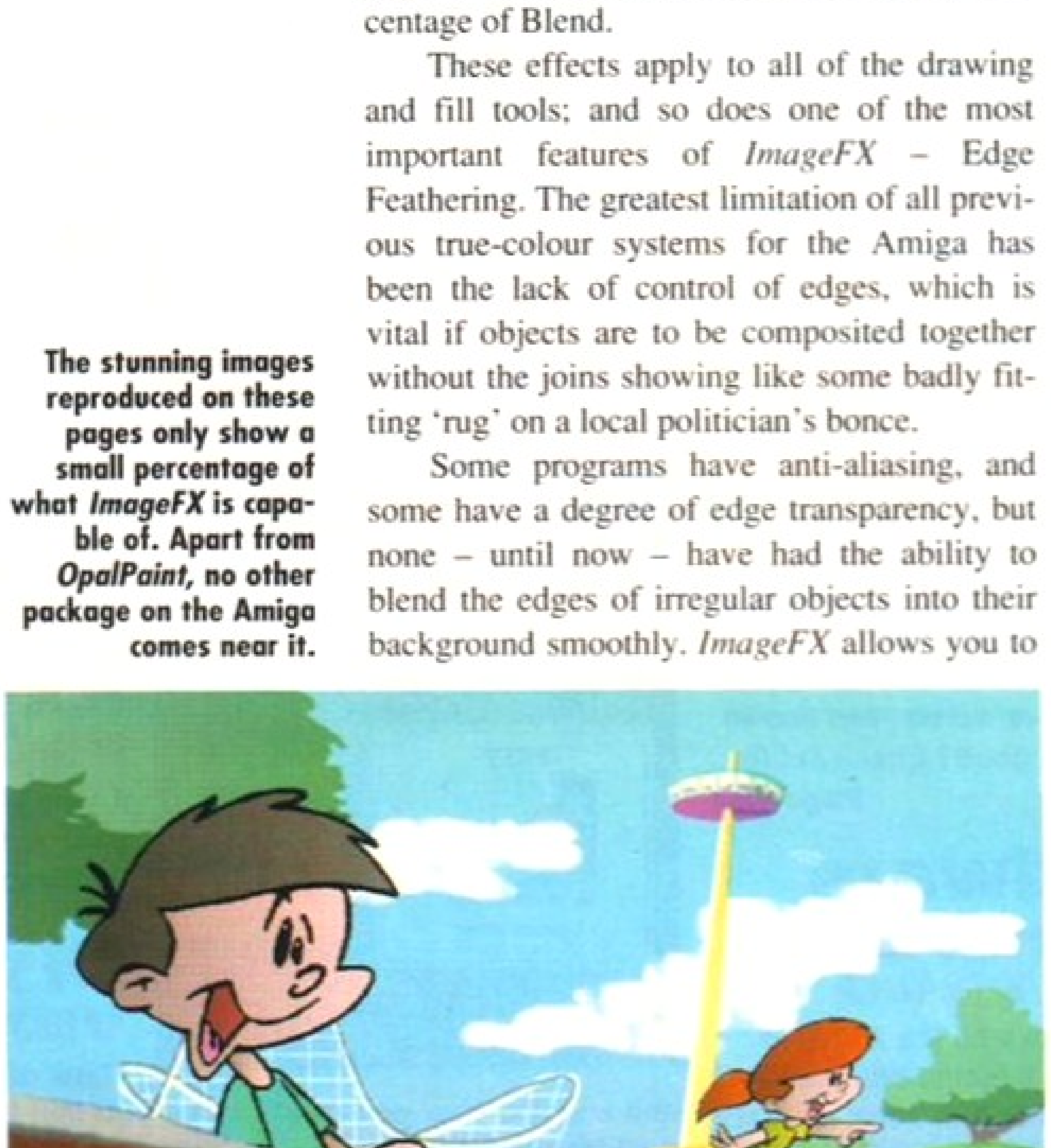
All of the available tools are here; no menus are used. Instead you use a modified version of the standard Amiga GadTools cycle gadgets. These are an acquired taste, but once acquired they work well if the list of functions is not too long.

For painting there is a row of icons complete with tried-and-tested tools, some better and some worse than the *DPaint* standards. Curve for instance is still the simple *DPaint* type; it's about time for a more useful Bezier type curve though. Airbrush is much better than the usual splatter, giving true smooth blends of colour in Spray mode, plus Smudge and Finger Paint, as well as many other drawing/fill effects – Matte, Darken, Lighten, Colour, Gradient, Colorize, Hue, Saturation, Value, Blur, Rub-Through, Trace Through and Add. All of these can operate through an 8-bit grey scale Alpha channel (using the level of grey to control transparency) and at any percentage of Blend.

These effects apply to all of the drawing and fill tools; and so does one of the most important features of *ImageFX* – Edge Feathering. The greatest limitation of all previous true-colour systems for the Amiga has been the lack of control of edges, which is vital if objects are to be composited together without the joins showing like some badly fitting 'rug' on a local politician's bonce.

Some programs have anti-aliasing, and some have a degree of edge transparency, but none – until now – have had the ability to blend the edges of irregular objects into their background smoothly. *ImageFX* allows you to set the number of pixels that a feathered edge will have, and even whether the feather will work in from the edge or out from it.

The stunning images reproduced on these pages only show a small percentage of what *ImageFX* is capable of. Apart from *OpalPaint*, no other package on the Amiga comes near it.

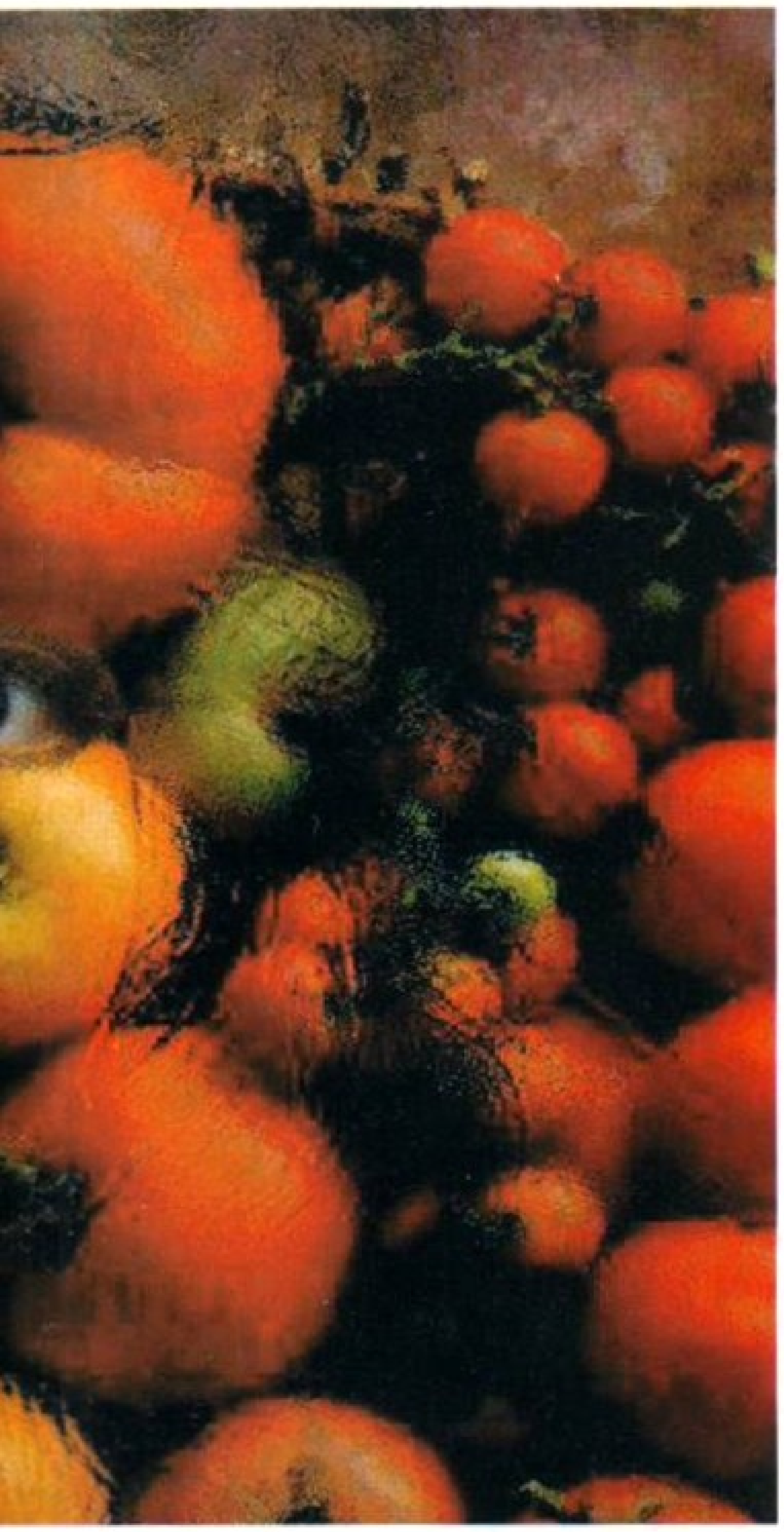


As you may have realised, *ImageFX* has a pretty good set of painting tools; but fundamentally it is an image processing, not paint, program. Below the paint tools on the control panel are a set of 15 named buttons similar to those of *ImageMaster*. Each of these gives access to a 'palette' of tools grouped intelligently according to function.

The range of image processing tools offered is not as large as *ImageMaster*'s, and the control is not quite as complete as *ADPro*'s, but the simplicity and ease of use is greater than either of these programs.

For an artist or designer who wants a particular effect, this means he or she can just get on with the job without the program getting in the way. In any case, the Hook and ARexx programs provided make up for limitations of control or versatility. Advanced users can add their own functions or modify the ones given and, for once, novice users can apply ARexx scripts without any knowledge of programming at all.

That's a quick overview of the tools, but what are they like to use? *ImageFX* does all of its work on 24-bit files internally, but like *ADPro* and *ImageMaster* it has to use a normal Amiga resolution to display the results. Like *ADPro*, *ImageFX* uses a simple, fast working display, though as well as *ADPro*'s grey scale you can also choose from 16 colour, 16 colour dithered and HAM. Like *ImageMaster*, the display



is always full screen whether the image is a 1,000 x 1,000 pixel scan or just a 60 x 60 brush.

The more subtle effects are impossible to see on this 'preview' so a slower 'render' can be made at a higher Amiga resolution or to another board. Some specialist boards are catered for – HAM-E, DCTV, FireCracker, and GVP's own IV24 – and this list will grow. If you have an AGA machine, a high-resolution HAM8 render is virtually the same as a full 24-bit image – to my eye at least.

Strangely, preview mode seems to ignore the AGA completely, using standard Amiga 16 colour and HAM resolutions. Surely the 8-bit display of the AGA is almost as fast as standard 16 colours, especially on a 4000. An 8-bit preview would be an advantage since 16 colours dithered is useless, and standard HAM is a drag if you don't *have* to use it!

All this is academic for now because *ImageFX* still seems a little buggy on a 1200. Cutting a brush or selecting an area to operate on often corrupts the screen. Closing the selection or brush usually returns the screen to normal. Overall though, using the tools and image-processing functions – even on a 1200 – is light years ahead of any previous processing or paint program other than *OpalPaint*.

There are plenty of other excellent features and here's a quick run down of them:

● Virtual memory allows very large images to be worked on by using part of the hard disk memory as if it were RAM.

● File conversion – between 25 or more different formats (includes Mac and PC TIFFs).

HOW TO CREATE EFFECTIVE IMAGES

RUB-THROUGH



(WomanMixTiger)
Even if there were no edge feathering (but there is he yelled!), air-brushing in Rub-Through mode enables you to smooth two blended images into one. Look especially at the way that the tiger's fur shows through realistically under the woman's hair on her forehead. This could not be achieved so sensitively in any other way.

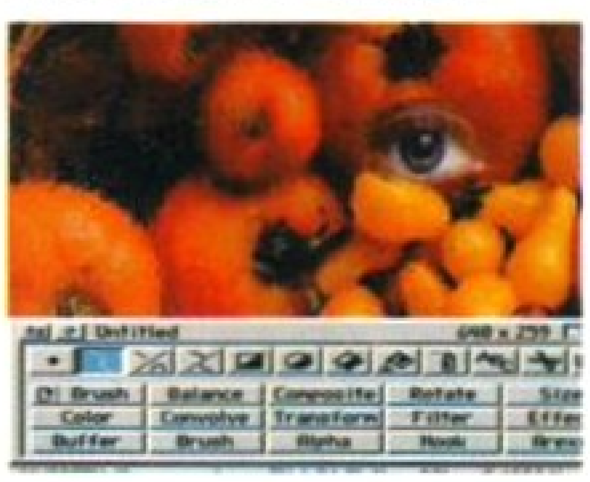
DISPERSE AND BLUR



(BevelShade)
A more mundane use of image processing is to combine images such as these to provide a background for text of some sort. These four pictures (courtesy of Rakusen Photographic) were scanned in and reduced using Size/Scale. To blend them together, the area around the junctions was selected and the Disperse Effect applied.

This left a slightly coarse grain so Convolve/Blur was used on the same areas. The Bevel is just a simple Darken effect using a polygon tool, and the shadow is a Colour copy of the bevelled picture pasted down in Darken mode with Feather In as an Edge effect.

IMAGEFX INTERFACE



(Interface)
The toolbox is a rather broad band taking up about the bottom third of the screen. This can be greatly reduced if you can use interlace mode. In any case the right mouse button can be used to toggle the whole toolbox at any time - even during a drawing operation. All of the available tools are here; no menus are used at all.

COMPOSITING



(StoneHead)
Having Feathered edges to brushes means that objects can be placed without any seams showing. If pictures with a similar orientation and light direction are chosen, a convincing collage can be constructed. Only the guitar looks odd here because it is lit from the left, unlike everything else.

VASE & ORANGE



(Vase&Orange)
When you first glance at this image, it looks as though it's ray-traced; but it is in fact rendered and constructed completely in *ImageFX*. Wow!



Great images, and for the sort of price that both professional and amateur artists can afford.

● Five or six common framegrabbers and scanners are directly supported from within the program.

● The Alpha channel can be used to produce 8-bit, semi-transparent masking 'friskets' and textured surfaces.

● Any *ImageFX* effect can be applied easily to a series of frames and saved as an ANIM automatically. The input frames can be coming direct from another rendering program such as ray-tracing.

● Full motion Morphs, single and double image Morphs and Warps can be produced using an internal 'hook' program identical with *CineMorph*. This is going to be reviewed in full next month as part of our Morphing Spectacular!

On the down side there are of course a number of things about *ImageFX* that could be improved. There should be more buffers, including a whole separate set of brush buffers with an easy *visual* method of selecting them. If only GVP had taken the lead from *OpalPaint* and *Personal Paint* and used a visual file selection method, or at least full-colour picture icons. With lots of files you have to have an easy way to choose them. Text handling is weak, gradient ranges should be shown (and reversible) in the fill requester, and selections should be capable of editing, saving and loading.

On balance though, this has to be the best image-processing system so far on the Amiga. Both ASDG and BlackBelt will have to make their systems a lot more attractive and simpler to use to beat this little baby, for sure!

ImageFX

SPEED ●●●●
An accelerator is essential for image processing in 24-bits. This is reasonably fast though

DOCUMENTATION ●●●●●
Excellent mix of tutorial and reference, professionally produced and ring-bound.

ACCESSIBILITY ●●●●
The first easy-to-use power-processor with a visual interface.

FEATURES ●●●
Quite an excellent blend of paint and image processing tools

VALUE ●●●●
Excellent for a system that is actually aimed at professional artists and designers.

AMIGA GOLD FORMAT **92%**



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POWER. THAT'S WHAT it's all about. Pure processing power. A 68020 CPU as used in the A1200 is all very well, but programs like *Imagine*, *Real 3D*, *Cinemorph*, *Morph Plus* and *Professional Page* use all this power and memory like there's no tomorrow.

A special chip to handle all that heavy-duty maths business would be useful, don't you think? Plus, a couple of megabytes of 32-bit RAM for all those greedy programs wouldn't go amiss, would it?

And this is where these two accelerator cards come into the picture. Both of them have a slot for a special chip for carrying out floating point maths calculations, called a Floating Point Unit (FPU).

An FPU can handle maths much faster than the 68020 CPU, because it's designed specifically to do this and nothing else. The FPU can be of two types: the 68881 and 68882. They are similar, but the 68882 is a slightly improved version, and it can be run at a faster clock speed, meaning that the calculations will be carried out faster.

Neither of these cards will make your shoot-em-ups run any faster, but flight simulators, strategy games and other programs which require a lot of CPU use, or take up a lot of memory, will benefit from the extra power – usually in the form of faster screen updates and improved animation.

In order to test these two cards in a real-life situation, we've used three programs: *SysInfo*, *AIBB* and *Vista*. The first two are Public Domain programs which run speed tests, and we are using the accelerated version of *Vista*, because it makes extensive use of the FPU, and uses large amounts of memory.

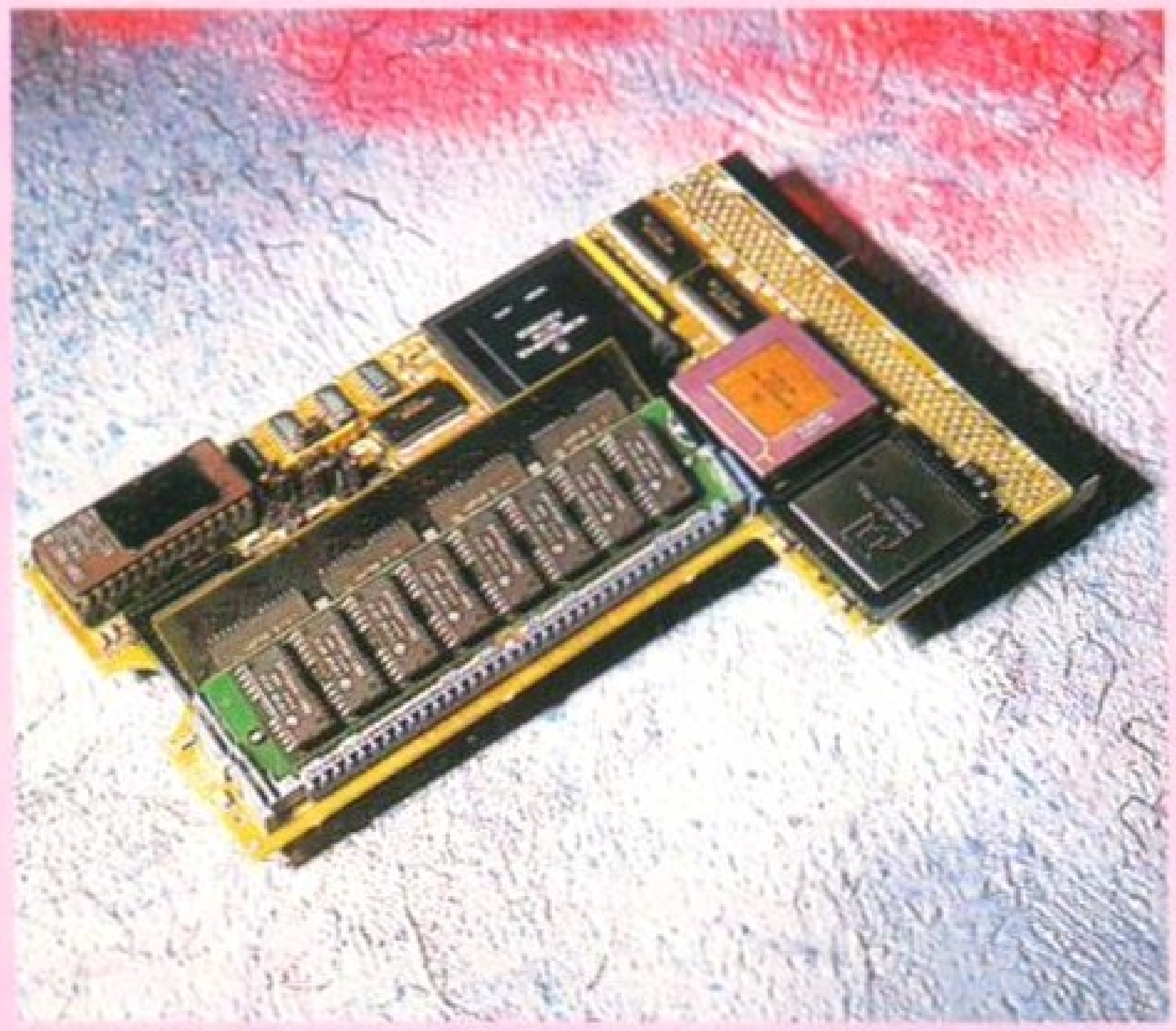
IS A NEW AMIGA REALLY ON THE CARDS?

Rumours are currently circulating about a new 68030-based Amiga. Although Commodore have not confirmed or denied the gossip, it does seem likely that the gap in the Amiga range between the A1200 and A4000 will be filled. Such an Amiga would probably be in the sub-£1,000 price range, and thus in competition with these cards.

If you think you need the expandability of a 'big box' Amiga, you may want to wait. But a hard drive and A1230 equipped A1200 will probably hold its own against any planned new machine. Fully equipping an A1200 costs more than the anticipated £1000 price point. So it's best done only if you really need the AGA modes now.

GVP A1230

GVP ■ 0Mb – £399 (no maths co-processor)
5Mb – £468 (no maths co-processor)
8Mb – £986 (with 40Mhz 68882)



The GVP A1230 accelerator. This model is fitted with 20 Mb of RAM, through the user of one of GVP's state-of-the-art 16 Mb SIMMs.

A1200

If you've recently purchased an Amiga 1200, you will probably be revelling in your new-found computing power. But if you're into those power-hungry applications, maybe you need more memory. **Richard Baguley** examines your options for beefing-up your machine...

PERFORMANCE OF ACCELERATOR CARDS

If you're comparing cards, people will no doubt throw terms like MIPS, MFlops and 32-bit memory at you. All this can be, at best, confusing and at worst completely useless. After all, if you're running badly written software on an accelerator card that runs 30 times faster than a standard Amiga, it's not necessarily going to run 30 times faster.

Thus, we decided to give you more than the basic facts and figures in the table below, so that you, the user, can really judge how useful these cards could be. We carried out five tests. The first two give you information on the speed of the cards, and the last three are an indication of the sort of improvement in performance you're likely to see. The speed figures for an A4000 are also given, but bear in mind that this machine uses a 68040 chip, which has many further improvements from the 68030 (as used in the GVP card) and the 68020 (as used in the A1200). It also costs a lot more.

	CPU Mips*(1)*	FPU MFlops*(2)*	REAL 3D*(3)*	Ftrace*(4)*	Flight sim*(5)*
A1200	1.34	N/A	1258	231.41	Jerky
MBX 1200	2.93	0.36	729	133.88	Improvement*
A3000	4.14	0.66	512	94.02	Smooth
GVP 1230	7.05	1.14	318	58.41	Very smooth
A4000	18.86	4.78	Not tested	Not tested	Not tested

** This was probably due to the presence of the extra 4Mb of 32-bit RAM.*

1 Central Processor Unit Million instructions per second. A rough measure of the raw speed of the CPU.

2 Floating Point Unit Mega Floating Point Operations. A measure of the number of floating point operations per second (in millions) that the accelerator is capable of.

3 A scene generated in Real 3D. *For the accelerator cards, the Turbo version of* Real 3D *was used. Time to complete in seconds.*

4 A speed test in the AIBB test program. It uses some parts of a ray-tracing algorithm to test the Floating point performance of the system. The result is the time taken to complete the test in seconds.

*5 A purely subjective opinion of the improvement in the graphics of two flight sims (*AV8 Harrier *and* Red Baron*).*

MicroBotics M

MicroBotics ■ 0Mb – £199.99
4Mb – £299.99
8Mb – £399.99



The MicroBotics MBX1200, showing off its 68881 co-processor, and the 4Mb SIMM fitted to the review model.

Available from
Silica 081-309 1111

The GVP offering is based around a 40Mhz 68EC030 CPU and an optional 68882 FPU which has been slightly reconfigured to GVP's requirements. Both of these and two SIMMs (Single In-line Memory Module) memory slots fit on to the board, which can hold up to 32 Mb of memory. In order to reach this, the board uses 16 Mb SIMMs, which are not yet widely available. According to Silica, they should be on sale within the next few months, but prices have not yet been released.

The board itself is well constructed, with relatively little space unused, and no untidy leads snaking across it. There are a selection of jumpers controlling various aspects of the board, but most of these can be controlled via the software which comes with the board, as can the various registers of the CPU.

Fitting the board in the A1200 trapdoor slot is a bit fiddly, as it's a pretty tight fit. A small bit of plastic protruding from one end of the PCB also means that it's not possible to put the cover back on, but a small bit of trimming with a scalpel soon deals with this. Stick the cover back on, power up and you're away.

The board is auto-configuring, which means that you don't have to add anything to your startup-sequence to use the memory that's fitted to it. There is a program which copies the Kickstart ROM into RAM memory, giving faster access, but this isn't vital. If you haven't got much memory, or don't want to bother, then just don't run this program. Because the ROMs in the A1200 are already pretty fast, the increase in performance is relatively small.

Also included with the software is a diagnostic program called *Memtest*, which tests the memory fitted to the SIMM slots. On this subject, it's only possible to use the more expensive 32-bit SIMMs in this card. The cheaper and more common 8-bit type cannot be used.

This board is extremely fast. When running with software that uses this extra power, the speed increase is in the region of around 600 per cent. Only the A4000 runs faster. However, it is expensive. If you need the power and have the money, then this is well worth considering. Another factor in your choice may be the rumoured introduction of new Amigas based around the 68030 (see box bottom left).

It's also the first accelerator card for the A1200, and I would hope to see more models of this type available soon from both GVP and other manufacturers. AF

GVP 1230

SPEED ●●●●●
Only an A4000 performs faster (but it costs another 1,200 quid).

DOCUMENTATION N/A
No documentation supplied, but GVP's standards of documentation are usually very good.

ACCESSIBILITY ●●●●
Just plug it in and forget it's there.

FEATURES ●●●●
No bells and whistles, but what's there works excellently.

VALUE ●●●●
Expensive, but good value. Worth the money if you can afford it and need the power increase.

Verdict 86%

acceleratorss

X1200

Available from
Indi Direct Mail 0606 43860

The Microbotics card is a memory and FPU unit, and it does not contain a faster CPU. The review model has a 14.3 Mhz 68881 Floating Point Unit (FPU) fitted, but it can be fitted with a 25 or 50Mhz 68882, which would give an extremely large increase in performance.

The board also has one SIMM slot, which can hold up to 8Mb of memory. This has to be the 32-bit type, as used in the A4000. Neither of the accelerators reviewed can take the more common 8-bit types used on PCs and many Amiga hard disks.

This is a well constructed board, although there is more space on it than the GVP model. However, there are fewer components. Fitting is reasonably easy, although the review model seemed to need a fair bit of force before it fitted properly in the trapdoor. Plus, the board is set up so that the components face outwards when fitted, and given the stiffness of the trapdoor slot, you inevitably end up grabbing one of these components and pushing it to get the card in.

Once fitted, the board is auto-configuring, so no extra software is required. Workbench 3 automatically detects the presence of the FPU, and includes a library which enables software to use it. Software to test both the memory and FPU is included, as well as the PD utility *AIBB*, which provides various tests to check the performance of your machine.

If you've got 8Mb of RAM fitted to this card, then you will find there's a conflict with the PCMCIA card slot. In order to run your Amiga with the card, you'll either need to limit the memory on the accelerator to 4Mb or disable the PCMCIA slot.

There is software included which does this, but this is not a good solution. With PCMCIA hopefully becoming a way of not only adding memory, but also of connecting peripherals to your Amiga, this could become a serious problem.

The card also comes with software to test the memory and FPU, as well as the software mentioned above to nobble the PCMCIA slot. Also enclosed is the PD program *AIBB*, which is similar to *SysInfo*, but does not give information specific to the A1200.

If you're running ray tracing or DTP software on a limited budget, this card could be a godsend. It provides a considerable increase in speed, and an easy and reasonably cheap method of expanding the memory of your machine. AF

MicroBotics MBX1200

SPEED ●●●●
Speeds up programs that use the FPU, and adds more 32-bit fast memory.

DOCUMENTATION ●●●
A single sheet of double-sided A4. The basics are there, but not much else.

ACCESSIBILITY ●●●
A bit of a pain to fit. But once it's in, just forget it's there (unless you're using a PCMCIA card).

FEATURES ●●●●
The PCMCIA card problem will become more important in the future.

VALUE ●●●●
Very good value for money.

Verdict 79%

Undecided about a hard drive for your A500 or A500 Plus? Well here's a cheap drive that missed last month's roundup, and **Richard Baguley** thinks it's fab...



The equivalent of 120 floppy disks stored in a little box like this? And for only £349? You must be joking! Well actually, no.

AlfaPower HD

External IDE hard drive ■ £199 for 40 Mb, £349 for 120 Mb ■ Golden Image

THE PHRASE THAT springs to mind is cheap. Not that this is necessarily a bad thing. After all, this drive comes in some £100 cheaper than the models reviewed in last month's round-up. Mind you, as the saying goes, 'you get what you pay for'. Or do you?

It looks pretty basic: a sheet metal case and two push buttons on the front. One acts as a game switch, disabling the hard disk, and the other disables the memory. The four LEDs indicate power, hard disk enabled, hard disk in use and memory enabled. It's colour co-ordinated with the Amiga case, although the profile doesn't quite line up.

There's also a 25-way, plug-shaped hole in the back, which is probably a throwback to SCSI-based models. You can't connect anything to this, as there's no socket fitted. There are ventilation slots, but no fan. However, modern hard disks don't tend to get very hot, even when they are run for long periods, so that shouldn't be a problem.

You can fit either one 3.5-inch or two 2.5-inch hard disks, although the latter are more expensive and require the use of a small metal bracket to fit into the case. The review model was fitted with a 120 Mb, 3.5-inch Connor drive, and this would cost £349.

The disks screw directly on to the outside case unlike the cradle used in other models. This leaves the screw heads protruding from the side. This shouldn't be a problem, but it does look a bit untidy.

Power is drawn from the Amiga, through the expansion slot. I'd recommend that you see about obtaining an external power supply, especially if you're running other peripherals such as floppy drives or memory expansions, as you run the risk of overloading both the Amiga's power supply and the components inside the Amiga which handle the power.

It's nicely designed inside, there's a single PCB, and this is sparsely populated. It's got slots for memory, and a few chips, and acres of empty space. There's space for up to 8Mb here, using Zig Zag Inline Packaging (ZIP) RAM chips instead of the SIMM modules used on most other drives. The ZIP chips aren't as widely available, but Golden Image sell them for £69 per 2Mb. Fitting them is really a job for a professional, because they're extremely sensitive to static.

> "It's nicely designed, tough and it's pretty fast compared to a lot of other hard drives"

Golden Image will also prepare the disk and install whichever version of Workbench you require. This is just as well, since the installation procedure is complex, requiring the installation of special device drivers and the use of software which has not been translated from the German version very well.

Once it's set up, you can forget all about that, because it's auto-mounting, and runs happily without any user intervention or special devices. There are several utilities to test the disk and memory on the accompanying diskette, although some of these have not been translated from the original program.

This model uses only IDE drives, although the software disk includes a device driver which enables you to pretend that it's an SCSI drive. This doesn't mean that you can add SCSI drives because it's a software thing only. Quite what use this is I don't know, but it's there if you want it. Although IDE is slower than SCSI, it still achieves a good data transfer rate of about 635K per second, and booting the machine up with Workbench 2.0 takes about 15 seconds.

And speaking of booting up, there is a problem with this. The drive seems to take a few seconds to speed up, and the interface takes a few seconds to look around and see what drives are connected. While all this is going on, the disk can't be accessed by the Amiga, and this leads it to think that there's no drive present, so it tries to boot from floppy. A quick reboot after a few seconds deals with this, so it's not a huge problem.

This is a nice drive, but it's fairly obvious that the designers have cut corners to keep the price down. The case is fairly tough, but the screws on the outside make it look rather untidy. The hole at the back seems to indicate that this model has been put together from bits left over from previous models, but if it works (as it does), what's the problem with that? It's not the fastest mode available, but it's pretty fast in comparison with other drives.

The buttons on the front are a nice feature, allowing you to switch off just the hard disk but keep the memory running. This could be useful if you run any games that can take advantage of the extra memory.

There is no doubt about the benefits of hard drives, but if you're not familiar with the technical aspects of them, then this model should be approached with some caution.

However, if you're confident about this, or know a man or woman who is, then it is highly recommended.

ALPHAPOWER HD
Distributed by Golden Image
081- 365 1102

AlphaPower HD

SPEED ●●●
Transfer rate of 635K per second. Slower than SCSI drives, but pretty fast for IDE.

DOCUMENTATION ●●●
Translated from the German. Somewhat dense, and no index.

ACCESSIBILITY ●●●●●
Disk is prepared and Workbench installed by Golden image. Just plug in and go.

FEATURES ●●●●
Separate game and memory disable switches are more than you'd expect for the price.

VALUE ●●●●●
Excellent. Loads cheaper than other drives, but not the same build quality as a GVP model.

Amiga Format Verdict **87%**

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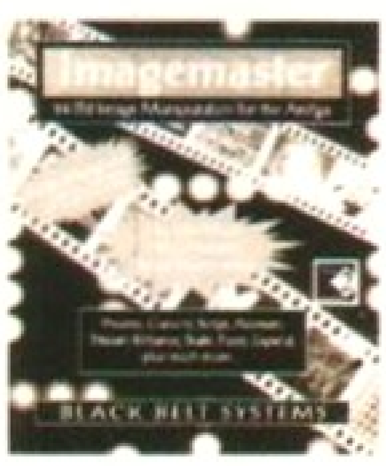
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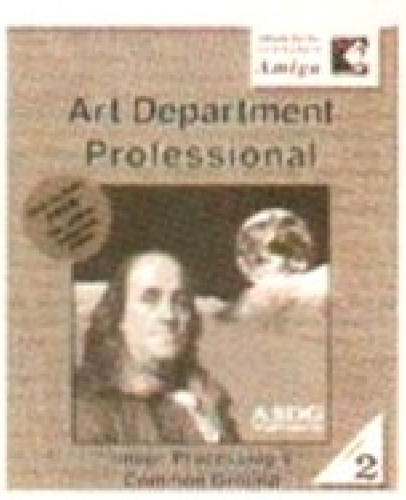
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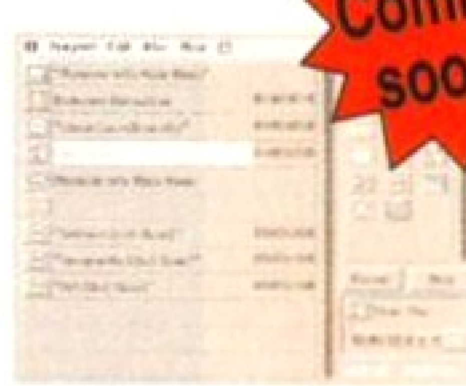


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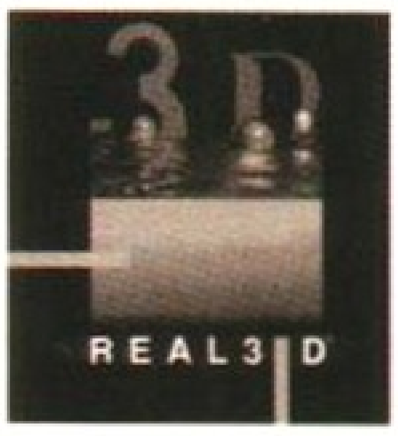
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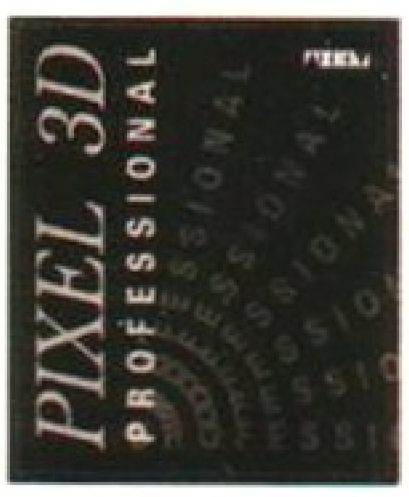
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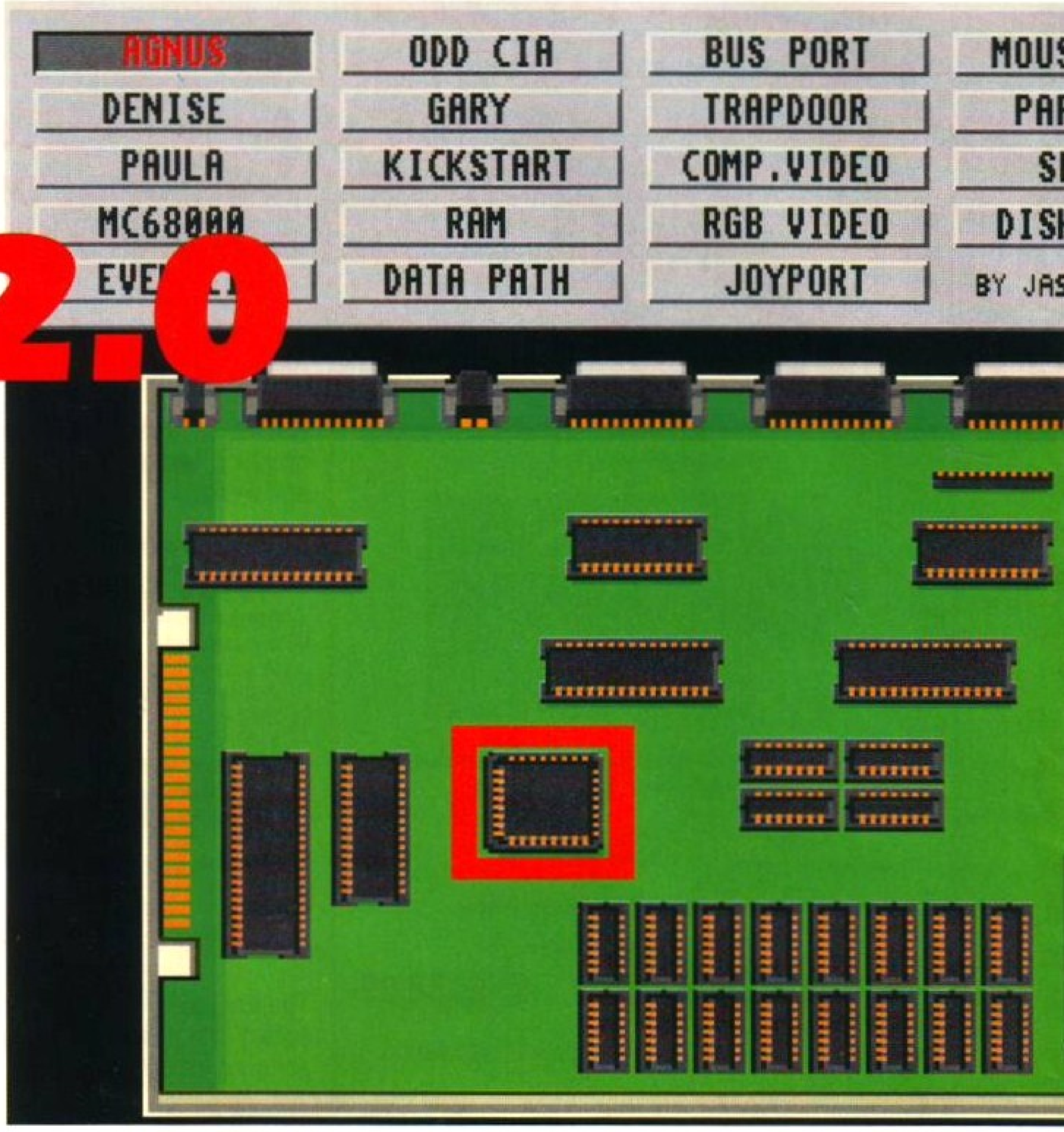
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Jason Holborn enters the buzzing world of multimedia with nothing more than his Amiga and a copy of INOVAtronics' new version of CanDo…

CanDo 2.0

Multimedia Software ■ £129 ■ INOVAtronics



As they say on *Blue Peter* – here's one I prepared earlier! *CanDo 2.0* is the perfect tool for building interactive multimedia presentations and training systems.

IN THESE FAST-MOVING times, fads come and go – skateboards, deelee boppers and the Rubik's cube are just a few of the fads that have fallen foul of fashion changes. Computers have fads too. Remember all the excitement that accompanied the birth of the multimedia revolution in the late EIghties? Virtually every computer magazine under the sun gave valuable editorial space to an application that hadn't even been fully defined.

To be fair though, multimedia hasn't suffered the same fate as most fads. In fact it has matured into a genuinely useful application that is now seeing sterling service providing the computer-illiterate with training systems, point-of-information booths and a whole host of other next-generation applications. And the Amiga is still going strong in the multimedia market thanks to products such as CDTV, *AmigaVision* and INOVAtronics' *CanDo*. and -for an in-depth look at multimedia see the main feature on Page 29-35.

CanDo has been around for many years during which time it has matured into a powerful multimedia authoring system. Unlike pure multimedia systems such as *AmigaVision*, *CanDo*'s strength lies in its adaptability. Whereas *AmigaVision* is strictly an interactive presentation generator, *CanDo* can be used for a myriad of different tasks, including software development. If your programming skills aren't quite up to scratch, then *CanDo* will even enable you to create fully functional programs with ease. Now that version 2.0 has arrived, it's better than ever.

CANDO 2.0 is available from Silica Systems on 081 309 1111.

Although *CanDo* was revolutionary when it was first released on the Amiga in August 1991 (see ***AF***25 – 80 per cent. An early version of was given away on the Coverdisk of ***AF***36), much of its design is based around *HyperCard* for the Apple Macintosh.

The idea behind *HyperCard* clones is that applications and presentations are built from a set of cards which form a deck or stack. Each card is best thought of as a single screen or requester in your application, and can have a set of gadgets and pull-down menus assigned to it so that when the user clicks on them they perform a particular operation that you define.

CanDo makes the task of building up a deck nice and easy thanks to a very friendly icon-based editor that enables you to define virtually every aspect of your application simply by clicking on-screen gadgets. *CanDo* offers a pretty extensive set of gadgets ranging from the usual push-button type to active lists, or pull-down menus and you can even define hyperlinks within text.

What's more, *CanDo* gives you extensive control over the look of these gadgets, enabling you to create anything from a weird and wacky frontend, to one that fully complies with Commodore's Workbench 2.0-style guidelines (even on a 1.3 Amiga!).

WHAT'S NEW IN VERSION 2.0

For existing *CanDo* users, version 2.0 has several new features which are really worth upgrading for. Here's a rundown of the major revised features on offer with the latest release.

BUG BASHER – Bug Basher is an enhanced version of the verify option available within the script editor. Its job is basically to search through the current script for syntax problems, inappropriate keywords and missing quotes. Although BugBasher cannot trap logic errors, it makes the task of tracking down typos and syntax errors considerably easier.

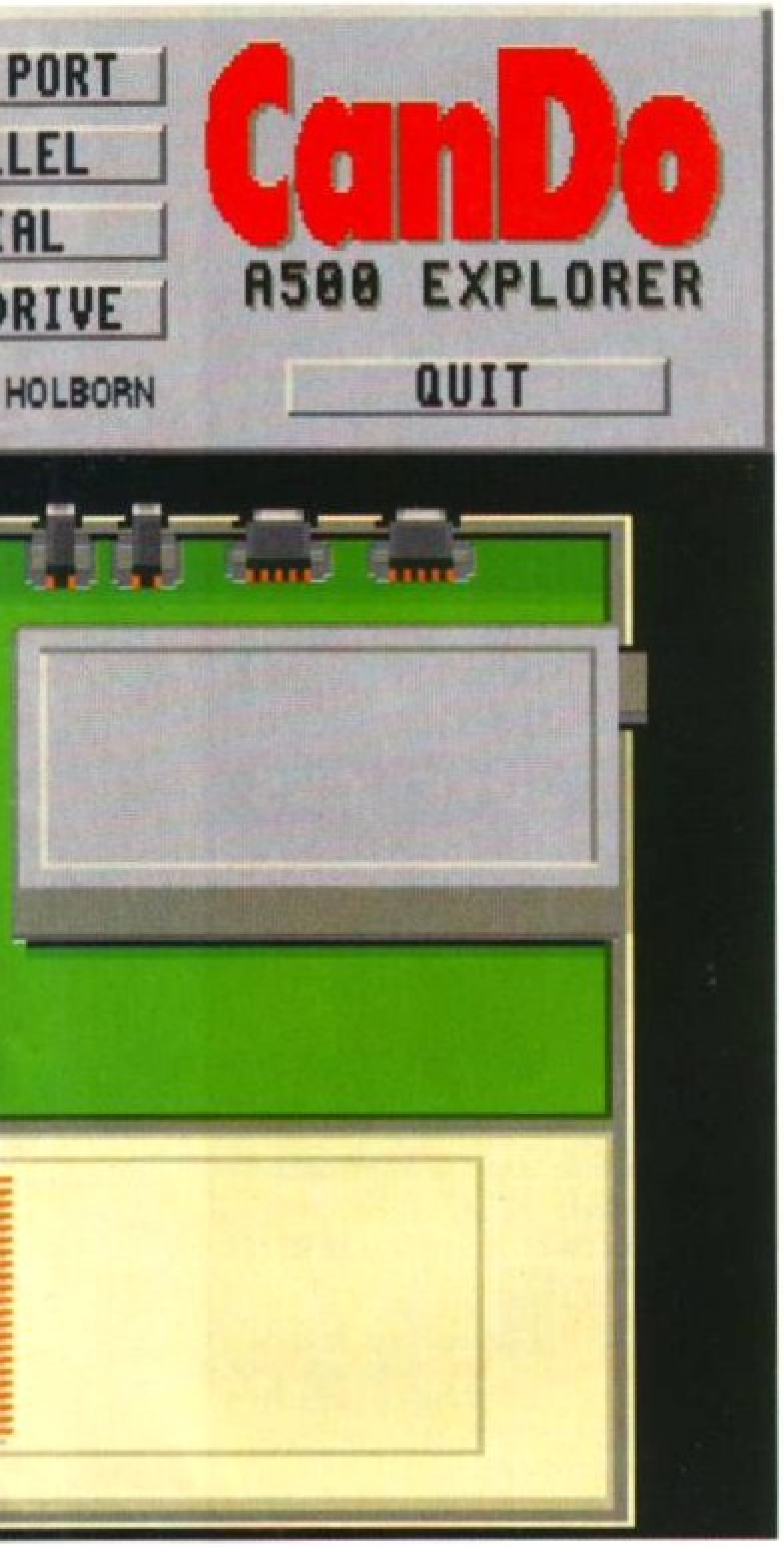
SCRIPT BOOKMARKING – Script bookmarking provides a nice simple method of accessing scripts embedded heavily within an application. Simply by clicking on the bookmark editor tool while you're working on a script, that script will be added to a list of marked scripts. When you want to edit the script at a later date, all you have to do is select the bookmark option again and a list of marked scripts will be displayed. Script bookmarking can make application development considerably faster because you no longer need to flick (slowly) through *CanDo*'s menu system.

OBJECT LAYER TOOL – The object layer tool enables the user to precisely control the order in which objects are drawn when you move on to a different card.

DOS NOTIFY – With the arrival of Workbench 2.0, AmigaDOS now enables any application to be informed when a file or directory has been changed (a file has been deleted, for example). *CanDo* can now execute a script when a particular file or directory has been tampered with.

SUPER DUPER – Creating a neat screen display consisting of lots of precisely aligned buttons was previously a bit of a hit-and-miss affair on earlier versions of this program, but its new super duper tool makes life considerably easier by enabling you to duplicate objects and place them at an offset from the original. All in all this is an extremely useful tool.

IMPROVED UTILITIES – Several of the *CanDo* utilities have been improved considerably with the addition of Workbench frontends. In particular, both the deckbinder and multideckbinder (both of which were previously CLI-only) can now be run from the Workbench.



Once you've defined your gadgets, operations are then assigned to them using *CanDo*'s built-in scripting language which is essentially a BASIC-like programming language. Don't let this put you off though – because *CanDo* is primarily an authoring system for non-programmers, its scripting language has been designed with simplicity in mind. That's not to say it's limited though. Far from it. Virtually every function offered by a modern BASIC is there, plus quite a few extra multimedia-orientated functions. A new, improved manual helps to make learning the language easy too.

***CanDo* really lets** you go to town with your applications. Not only can you display pictures and read text files from within your application, but you can also build in animated buttons using *DPaint* AnimBrushes, display ANIM-format animations, and even play sound samples. Surprisingly, CanDo still doesn't support the new AGA chip set which is a real shame if you want to produce presentations that draw upon 256 colour or HAM-8 images and animations.

Although INOVAtronics have tried their best to supply a selection of Workbench 2.0-like gadgets, you're still limited to creating applications in the standard Amiga screen modes. The AGA chip set's new 256-colour screen modes are perfect for multimedia work, so this is definitely a missed opportunity. To make the situation even worse, *CanDo* doesn't even handle the now aging ECS screen modes such as Productivity and SuperHiRes!

CANDO TOOLS

MAIN MENU



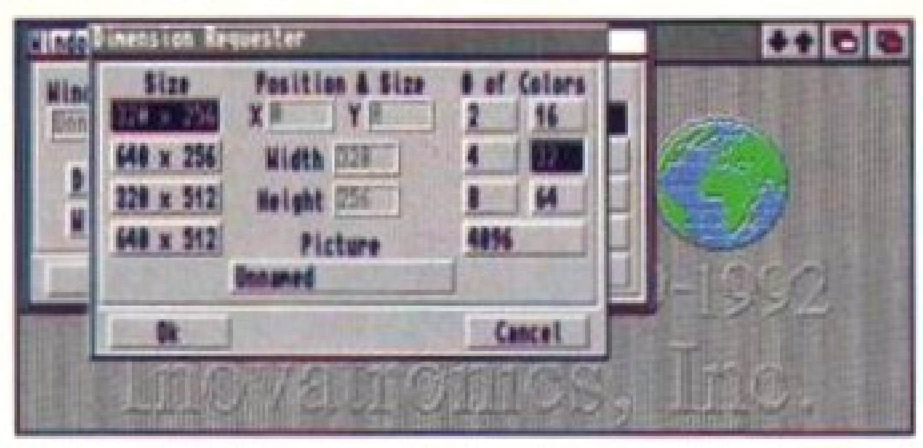
***CanDo* uses a menu structure with the main menu at the root of the system. From here all other *CanDo* operations are performed simply by clicking on a gadget. The main menu is split into three sections – a browse/edit menu, a cards menu and the tools menu. By far the most used of these three menus is the tools menu that contains all the editors that are used to construct each *CanDo* card.**

BUTTON EDITOR



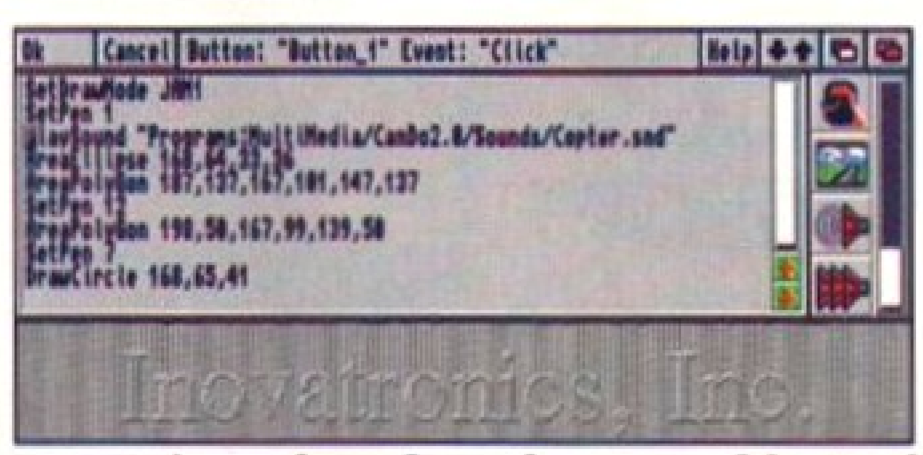
The button editor enables you to create all manner of gadgets that can be clicked on to perform operations within your *CanDo* application. Although all buttons are treated the same, *CanDo* provides you with a wide selection of different button styles including Workbench 2.0-like radio checkbox and rolo gadgets.

SCREEN EDITOR

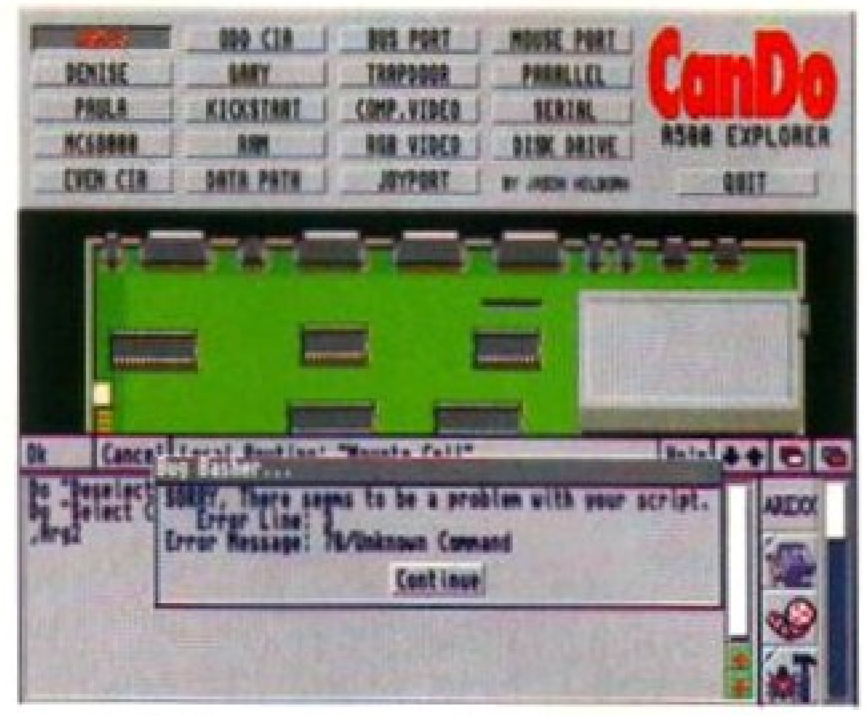


Unless you want your *CanDo* application to run on the Workbench screen, the screen editor is used to define the screen resolution and the number of colours to be used by a card. Each card can have its own screen set up and you can even drop an IFF picture behind it to add a bit of extra flair to your application. The screen editor is also used to control the format of the initial window opened by the card (all cards must have a window). Unfortunately, *CanDo* 2.0 still hasn't caught up with either the new AGA chip set or even Workbench 2.0 (let alone 3.0), so you're limited to the standard Amiga screen modes with Workbench 1.3 window gadgets.

SCRIPT EDITOR



Undoubtedly the most powerful of all the editors on offer is the script editor which is used to define the operation of each and every object within your application. Each and every object needs a script file which is essentially a BASIC-like program that defines what happens when the user selects that particular object. Don't let the thought of having to program put you off though – *CanDo*'s script language is very friendly and extremely easy to use indeed. In fact you'll probably be surprised just how painless it is to program some quite powerful scripts.



***CanDo 2.0*'s new Bug Basher utility makes the task of debugging scripts considerably easier.**

On a more positive note, one aspect of *CanDo* that cannot be praised highly enough is its ability to control (and be controlled by) other applications and devices through ARexx ports. Simply by assigning an ARexx script to a gadget, *CanDo* can call upon the talents of other applications extending its power immeasurably.

Once your *CanDo* application is complete, INOVAtronics provide a sort of mini-compiler called DeckBinder that turns *CanDo* decks into stand-alone applications. What's more, once a deck has been bound, it can be distributed without having to rely on your potential users owning *CanDo*. Bound decks seem to run faster too, which is good news if you're using *CanDo* professionally.

CanDo deserves the recognition that it has commanded for years. But even this latest release is not without its faults. The *CanDo* editor is still rather slow, moving between menus is a rather tiresome affair that can eventually lead to fits of frustration. If *CanDo* were as fast as it is sleek, it would definitely be ***Amiga Format*** **Gold** material. As it is, you just can't help having mixed feelings about it, even with all that power on tap.

Gripes aside though, there's no doubting that *CanDo* is still one hell of a package. If you need to produce training systems or multimedia applications, you'll find *CanDo* a very capable package indeed. Even if your needs are somewhat less adventurous, *CanDo* is worth considering. In fact there's very little that *CanDo* can't do!

CanDo 2.0

SPEED ●●
Although *CanDo* decks run at an acceptable speed, the *CanDo* program is still slow.

DOCUMENTATION ●●●●
The *CanDo 2.0* manual is certainly a vast improvement over the previous one.

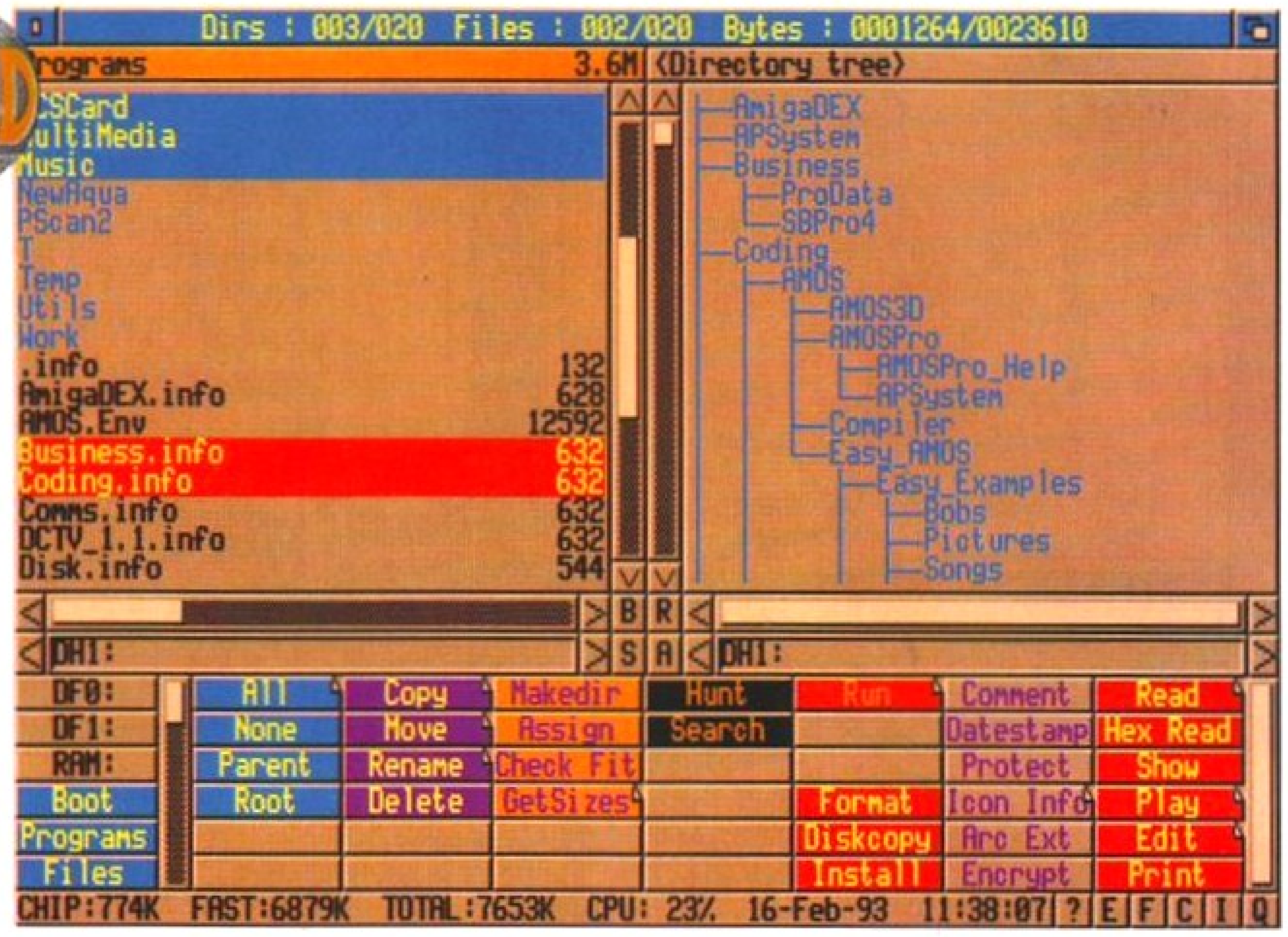
ACCESSIBILITY ●●●●●
CanDo still isn't the sort of program you'll master overnight. Perseverance is the key here!

FEATURES ●●●●●
The lack of AGA support is a big disappointment, but there's little else to fault

VALUE ●●●●
You can't say fairer than £130 pounds for a multimedia package.

AMIGA FORMAT Verdict **82%**

Jason Holborn examines a new directory utility that can help keep your disks firmly under control.



***Opus 4* is so good that it should have been built into the operating system!**

Directory Opus 4

AmigaDOS utility ■ £79.95 ■ INOVAtronics/Silica

DIRECTORY UTILITIES ARE strange beasts - although they don't actually produce anything, they're possibly the most useful program you could ever buy for your Amiga.

Unless you enjoy torturing yourself with the plethora of complicated commands that must be learnt in order to master Shell, a directory utility makes your life a lot easier, and enables you to perform the same maintenance and general disk housekeeping chores that were previously only possible with Shell.

With a program such as *Directory Opus 4*, you can copy, delete and rename files, view pictures, play sound samples and do much more, simply by clicking on-screen gadgets.

INOVAtronics' *Opus* directory utility has been doing the rounds for a fair old while, during which time it has established itself as the number one directory utility on the Amiga. This is certainly no mean feat when you consider that its main rivals are Public Domain programs such as *Sid 2* and *ClickDOS*, which can be picked up for little more than the price of a disk. What made the original *Directory Opus* so special was its sheer power, ease of use and logical design – something that was sadly lacking from its PD counterparts.

Not wanting to rest on their laurels, INOVAtronics have now launched *Directory Opus 4*, which boasts full support for the new AA chip set (*Opus 4* will happily display both 256 colour and HAM-8 pictures) and a far more configurable frontend than before. It is without doubt the most powerful directory utility available.

Directory Opus 4 provides you with two viewports, each of which can display the contents of a different directory. At its simplest level, these viewports can be used to navigate your way around the directory structure of any disk simply by clicking on the directory you wish to enter. This is much easier than having to type a complex pathname at the Shell prompt, simply because it's a more visual method of operating.

DIRECTORY OPUS 4 is available from Silica Systems on 081-309 1111

The program also has an extremely useful new Tree function that enables you to view the entire structure of a disk as a series of linked sub-directories. However, *Directory Opus 4* really comes into its own when you start to perform operations on the files and directories on your disks. Running along the bottom of the *Opus* screen are a series of buttons, each of which performs a specific operation.

By default, *Opus* comes equipped with all the usual functions you'd expect to enable you to copy, delete, rename and view files. Indeed, if you can think of a Shell or Workbench operation, the chances are that there's a button there that will do the job.

Even if you can't find the operation you want, *Opus 4* provides a host of built-in commands that can be assigned to any one of the buttons, and several commands can be linked together on a single button (a macro, if you like), enabling you to perform several operations with a single click of the mouse button.

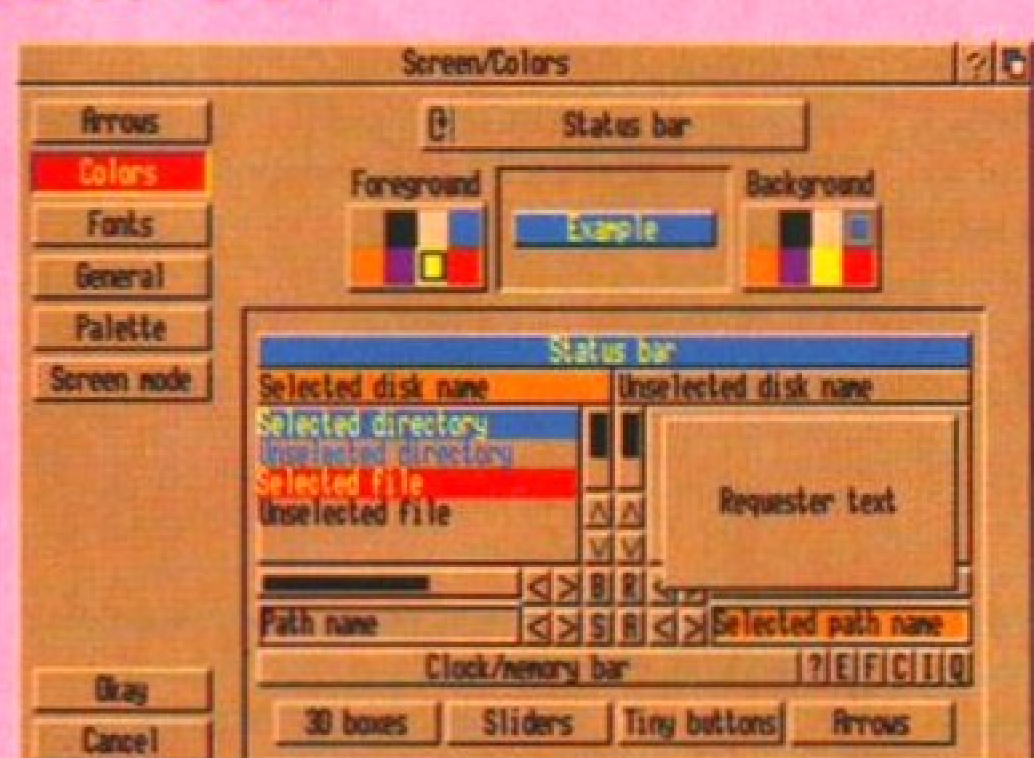
Opus 4 is an improvement on the other excellent *Opus* releases which have received very favourable reviews in ***AF*** (89 per cent in ***AF***30 and 92 per cent in ***AF***39). You may think that £80 is a lot to pay for such a utility, but once you've used it, you'll never want to touch the Shell again. I've been so impressed with it that I'm sending off for my copy from INOVAtronics now!

CONFIGURE IT OUT

One of the most powerful aspects of *Directory Opus 4* is the extent to which it can be configured by the user. Virtually every aspect of the program can be changed in some way to suit your individual needs and preferences, ranging from mere cosmetic changes such as screen and gadget colours, to more powerful aspects of the program's operation.

The most useful application of this feature is that all the buttons and pull-down menus can be individually assigned with any combination of the program's extensive range of built-in commands. These commands are what make *Opus 4* so powerful – because several can be grouped under a single menu or button option. For example, You can assign an entire script to just a single mouse click, giving you far more control over AmigaDOS.

For those of you lucky enough to own a machine running Workbench 2.0 (or greater), *Directory Opus 4* can also be run as a Commodity, making it an ideal addition to a hard disk-based machine with memory to spare. Like most Commodities, you can assign a hotkey to *Opus 4* so that it can be instantly accessed from any program. Even if you don't run Workbench 2.0,



***Directory Opus 4*'s configure tool gives you extensive control over both the look and operation of the program.**

***Opus 4* can still be 'iconised' into a tiny Workbench window – it now permanently lives on my system. Whenever I need to access *Opus*, all I have to do is to press the left Amiga button and 'O' and I have instant access. Aren't Commodities wonderful!**

Directory Opus

SPEED ●●●●●
Because all the functions are built in, *Directory Opus 4* is considerably faster than AmigaDOS!

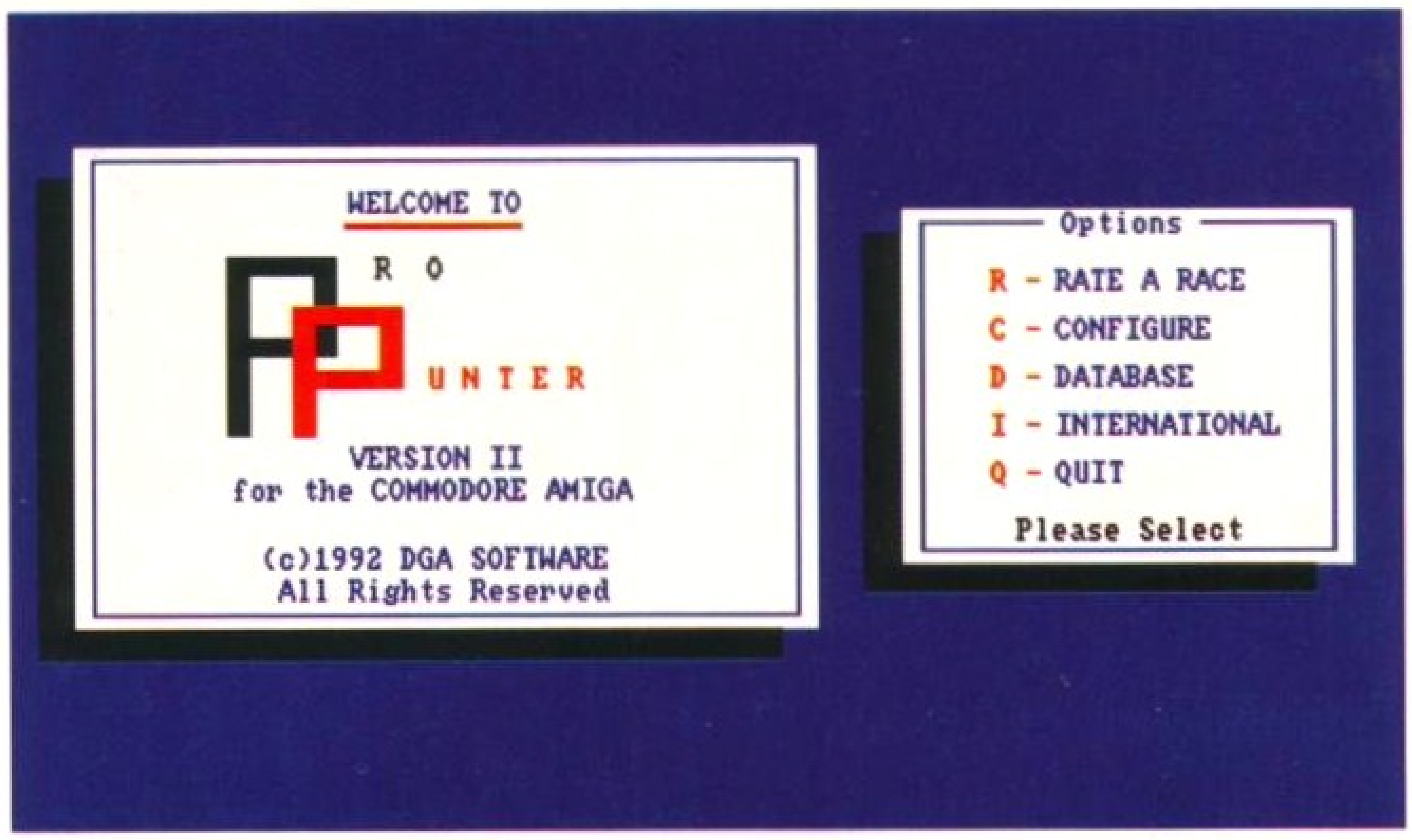
DOCUMENTATION ●●●●
A hefty manual documents every aspect of the program in graphic detail.

ACCESSIBILITY ●●●●●
If you can use a mouse, then you can use *Directory Opus 4*.

FEATURES ●●●●●
Directory Opus 4 has more bells and whistles than a fairground organ.

VALUE ●●●●
A touch on the expensive side, but still worth every last penny.

AMIGA FORMAT GOLD 98%



Pat McDonald slips down to the bookies to give them a real fleecing, thanks to a computer program that's first past the post when it comes to increasing your chances of picking a winner…

There's no way that *ProPunter*, or any similar program, can guarantee you a winner. But it can increase the chances of picking a horse that is likely to do well.

ProPunter

DGA Software ■ £99.95 ■ Expert System

MOST PEOPLE HAVE an occasional flutter on famous races such as the Grand National. They win or lose – usually the latter – and then forget the whole experience for another year.

Regular gamblers adopt a far more professional attitude, and the really serious ones probably don't bet on the National because it's such a difficult race to predict. The form book, as they say, goes out of the window. For one thing, the Aintree racecourse is the most difficult to complete in the world. For another, 40 runners competing for the prize makes a mockery of even the best racing system.

Professional gamblers always have a system which works by the punter giving horses a rating for how fast they are over a given course. By analysing the past performances, or form, of a horse, a picture is obtained of the one most likely to win.

Needless to say, doing all the mathematics using a pen and paper takes many hours – but thousands of people across the country use just these sort of methods, in order to obtain a cutting edge of success.

Enter a program that can make life an awful lot easier. *ProPunter* has been evolving since 1987, and it's got that robust feeling about it of a program that has been improved upon over the years.

To be honest, the cursor-controlled menus betray its PC origins – no WIMP (Windows Icons Mouse Pointer) system here, no mouse control at all in fact. Hard disk users have to run the program from the Shell, which means it's a bit of a pain to use.

You have to carefully enter data from one of the better papers dedicated to horse racing, such as the *Racing Post* or the *Sporting Life*. Don't use a daily paper, because it won't provide you with enough information. While you are learning the system, you are better off entering dummy data and learning the subtle points of how it works.

Getting a good result is very dependant on just what you enter. One slip of the finger on the keyboard can alter the predicted results by a huge margin. Eventually though, you get to know all the racing terms and funny data (do you really understand weight handicaps?). It's then that *ProPunter* starts to shine.

Does it work? You bet it does! The makers advocate using a '50 bet bank' to increase your chances of success, but if you haven't had a win by your tenth race, you are not entering data correctly in my opinion. The manual states that the program gets a horse in the top two predicted finishers 60 per cent of the time. At first, I couldn't do this, but a close read of the manual and a bit of trial and error soon showed me where I was going wrong.

ProPunter is not limited to use in the UK. By means of the International option, you can enter course data for foreign courses and generally mess about. You can also use the program for just keeping data on horses, but this option is much better for hard disk uses because the database can easily overfill floppies. It's good, but it's hungry for disk space.

Would I buy it? Well, to be honest, probably not, but that's not because it doesn't work, and not because it costs a lot. A ton is a lot of money, but even the poorest crusty with an Amiga could win the money back within a month if they enter the data correctly and get that all-important stroke of luck.

No, my reservation is that I just don't have the time to use this sort of program. Each race takes about half an hour or more to enter the data and two or three minutes to analyse.

ProPunter is a great program, but it has a lousy interface, so unless you are serious about gambling, you probably won't have the necessary staying power to get the best out of it.

PROPUNTER is available from Acumen Software 0625 873162



It takes time to feed all the data into *ProPunter*, but the results are impressive.

ProPunter

SPEED ●●●●
You usually don't have to wait more than a couple of minutes.

DOCUMENTATION ●●●●
Lots of information and blank pages for your own notes as well.

ACCESSIBILITY ●
Very difficult to get to grips with, because of the poor interface.

FEATURES ●●●●●
The best predictor program that I have ever seen on the Amiga.

VALUE ●●●●
Costs quite a lot, but it is worth it if you take your gambling seriously.

Verdict **82%**

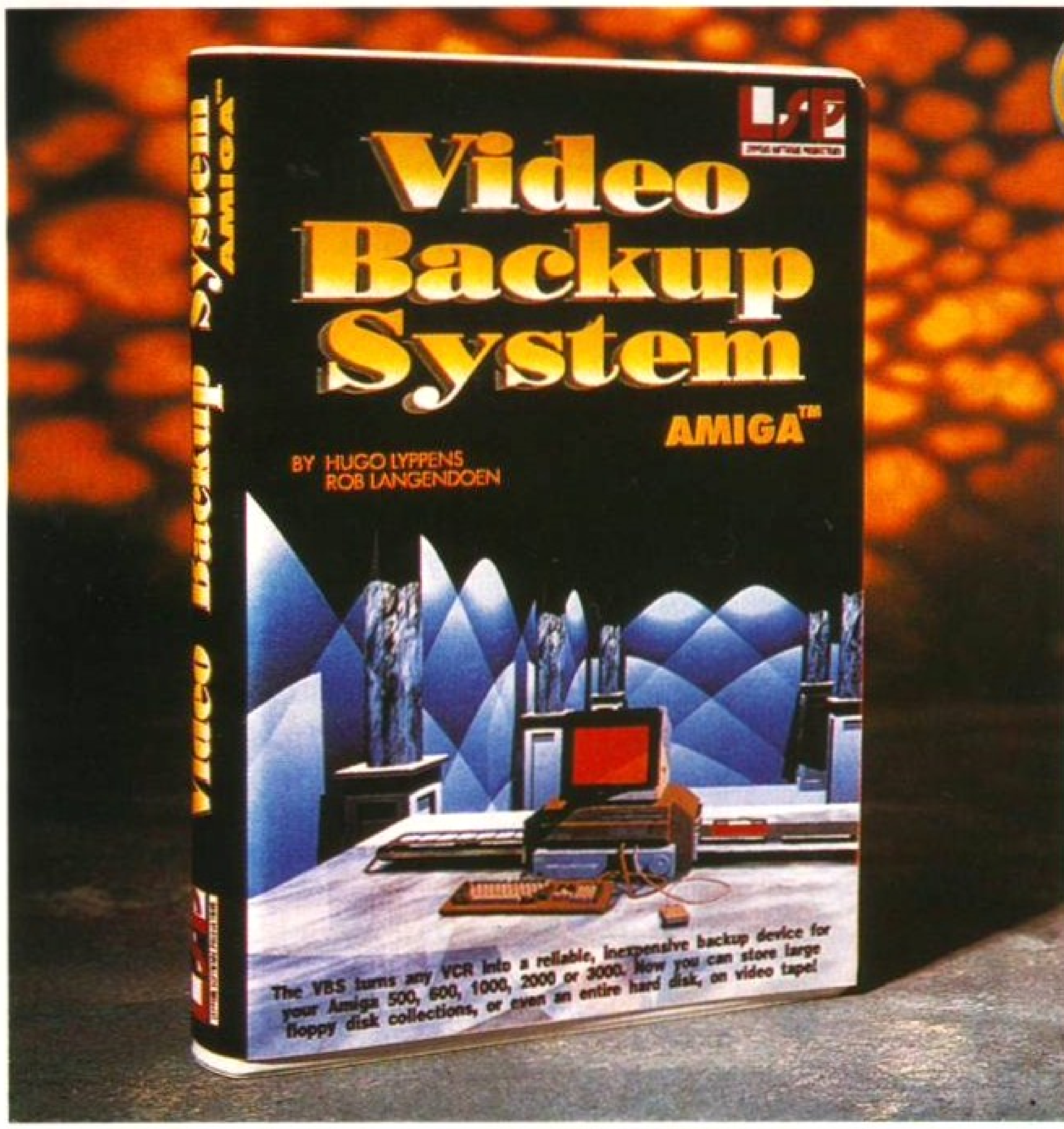
STRAIGHT FROM THE HORSE'S MOUTH

This program doesn't just look for the winning horse. Instead, it computes a horse's value. A valuable horse is one which has a very good chance of winning a race, but with odds that make it seem unlikely to win.

Valuable horses therefore have good odds and are the best ones to bet on; whether you put your money on it to be the outright winner, to be placed (finish in the first two), or whether you go for an each way bet (the horse finishing in the first three).

Usually, the odds that you are given by a bookie are simply the end product of how much money is riding on it. The better the popular opinion of a horse, the poorer the odds you get from a bookie.

However, it's because many punters choose their horses because of its name, or because its the favourite that an expert system like this is worth buying. An expert system is the computer equivalent of a real-life human expert. You feed in all the information it needs, and it gives you the computer answer to a problem. Expert systems are the nearest thing we have to artificial people inside computers. And this is a damnably good one.



Fast, simple to set up and easy to operate, Video Backup System can save you from suffering the trauma and unpleasantness of a hard drive head crash.

Having a hard drive is like having a pet or a child - they need constant attention in order to keep them safe. **Neil Jackson** turns baby-minder and vets the latest low-cost backup system.

Video Backup System

Hard drive back-up ■ £59.99 ■ Lyppens Software Productions

ALONG WITH THE speed and accessibility of a hard drive comes a minor nightmare: the risk of a head crash. You're guaranteed at least one sleepless night during your hard-drive owning days, unless you regularly back-up your data to a separate medium. Generally there are two ways of doing this: to a tape-streamer (which could cost around £200 for a good one), or to a ton of floppy disks (which takes ages and could also cost a small fortune). Surely there must be an easier way?

Perhaps there is now, thanks to VBS, a rather unspectacular looking bit of software and hardware. Inside VBS' video cassette-style box you will find very little to look at, but it's what it does that counts. There's one 25-way D-type connector with two phono (CINCH) leads wired in, one standard phono (CINCH) lead, a 40-page manual and a floppy disk containing the VBS software.

Setting it up is easy, and there are diagrams to help you just in case. First, you plug the D-type connector into the serial port of your Amiga and then connect the black phono plug to your VCR's video output. The other lead (with a red phono plug) connects to your monitor's composite input if you have one, although this isn't essential. Finally, the separate phono lead connects to your Amiga's composite video output and your VCR's video input. And that's it! The software can check you've done it all correctly when you run it.

The software part of VBS is equally simple to get to grips with. It's hard drive installable but it also runs from floppy, which is useful if your hard drive version gets corrupted. The program runs from Workbench or CLI, and uses normal text-filled windows to show directories and files. Simple buttons guide you around the system.

VBS is a very flexible system that provides four different types of back-up. It can cope with hard drive and floppy disk back-ups in two distinct styles. The one you're most likely to use is the Filesystem Backup which copies each file and directory, enabling you to retrieve individual files later.

The other style is the Track-by-track Backup which copies the entire disk, reading raw data from each track sequentially. This makes the back-up procedure quicker, but doesn't enable you to restore separate files. Instead, the lot must be restored in one go.

The VBS system also uses a spare floppy disk as a log file which keeps track of the files and directories saved to video tape. It stores the names and lengths of the original files for comparing against the data read back in, thus providing a high degree of error checking.

At back-up time, the feedback loop from the VCR (via the serial port) keeps a constant watch on the data being sent to the VCR, which improves the error checking. There is also a verify option which you can use to check tapes against the data on the original disk. In tests, VBS only failed to save three medium-sized files to video properly, in a batch of over 240 Mb – a stunning success rate.

VBS is simple to set up and easy to operate. It even checks that the leads are connected correctly, thanks to the feedback loop. This works on the premise that if it doesn't 'see' the data that it's sending down the other end of the connection, then the leads are missing.

As an alternative to a bona-fide tape-streamer, VBS is a strong contender. It's simple to use, and it's dirt-cheap when compared to a streamer and tapes. It has a high degree of reliability when used with good quality videotapes (we haven't tested it with used tapes – it's not recommended).

The only drawbacks you're likely to encounter are (i) your video must have phono-style inputs and outputs for video signals or you'll need to get a different lead made up, and (ii) if you don't have a composite monitor it may mean you can't watch the data being saved to tape, though you can still operate the software and see the important info.

If you still think you can't afford the wonderful VBS, work out how much you could lose if you didn't have it. It's a clear-cut case really, isn't it?

VIDEO BACKUP SYSTEM is available from Power Computing 0234 843388

Video Backup System

SPEED ●●●●
Very fast, even with large back-up operations. Handles around 800K per minute.

DOCUMENTATION ●●●●
Thorough manual covers every operation in detail, with pictures and diagrams.

ACCESSIBILITY ●●●●●
It couldn't be any simpler! Virtually anyone can master it in moments and use it with success.

FEATURES ●●●●
Versatile and easy to configure. There's very little you could add to make it better.

VALUE ●●●●●
Fantastic value, and a highly desirable buy if you already have a hard drive and a VCR.

93%

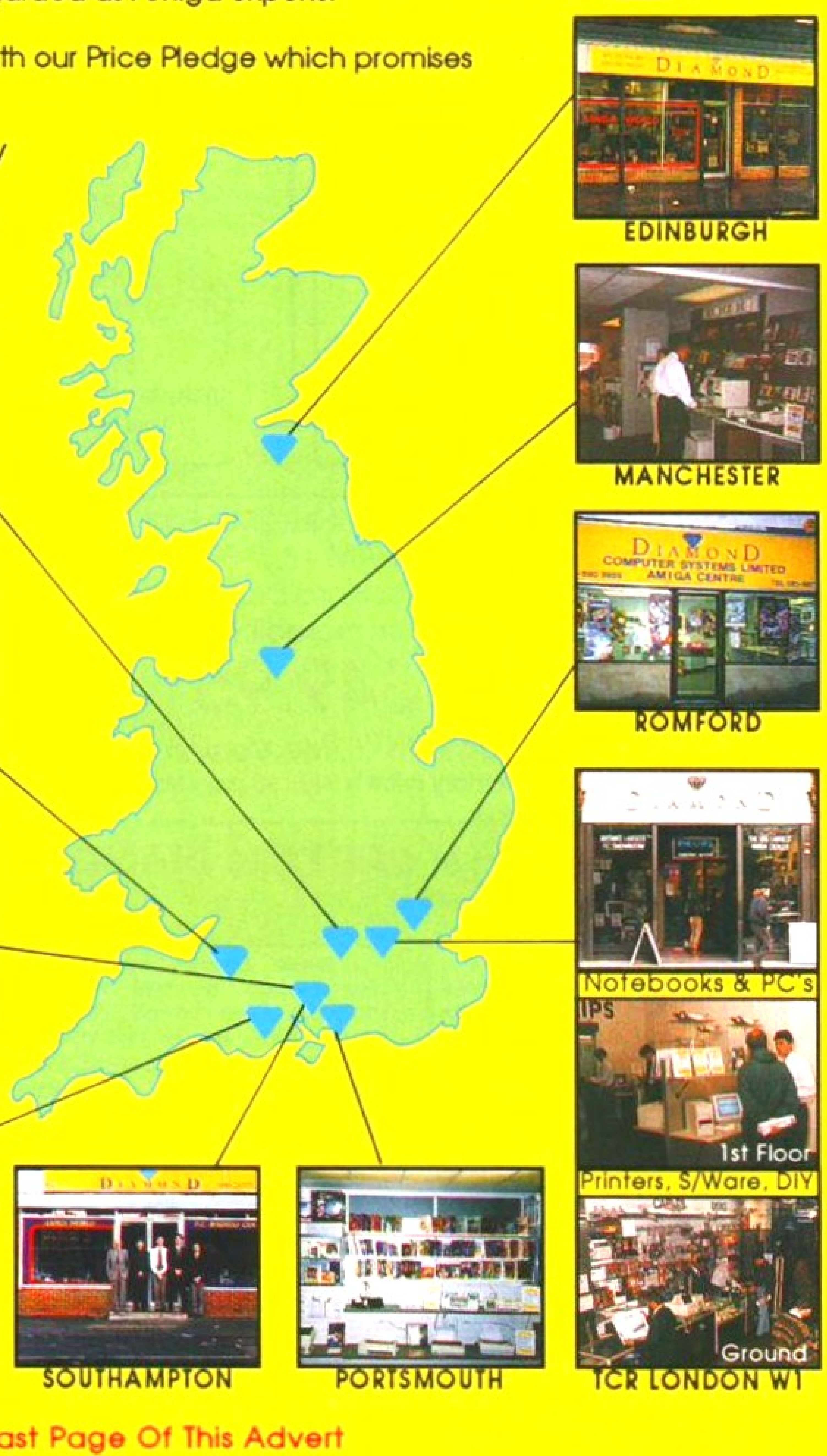
DIAMOND

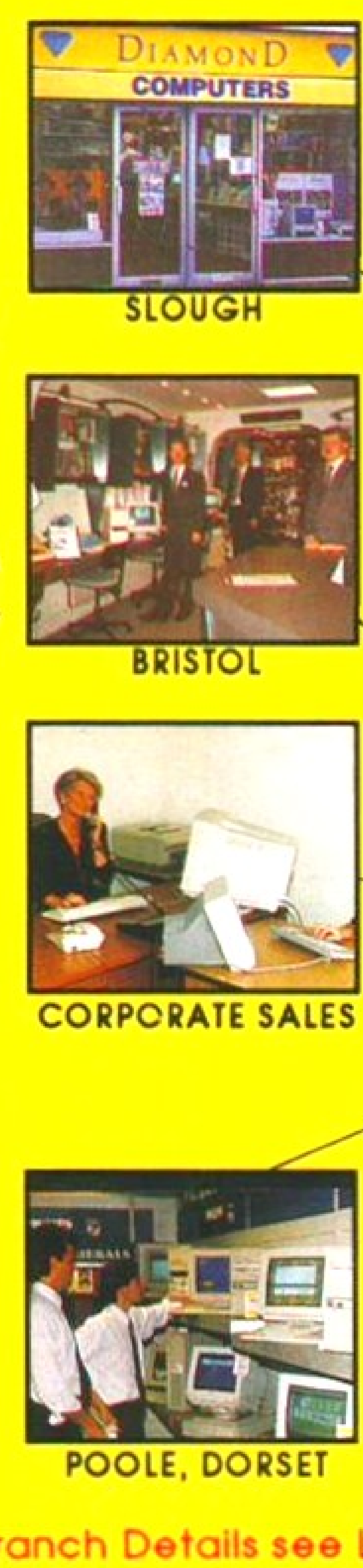
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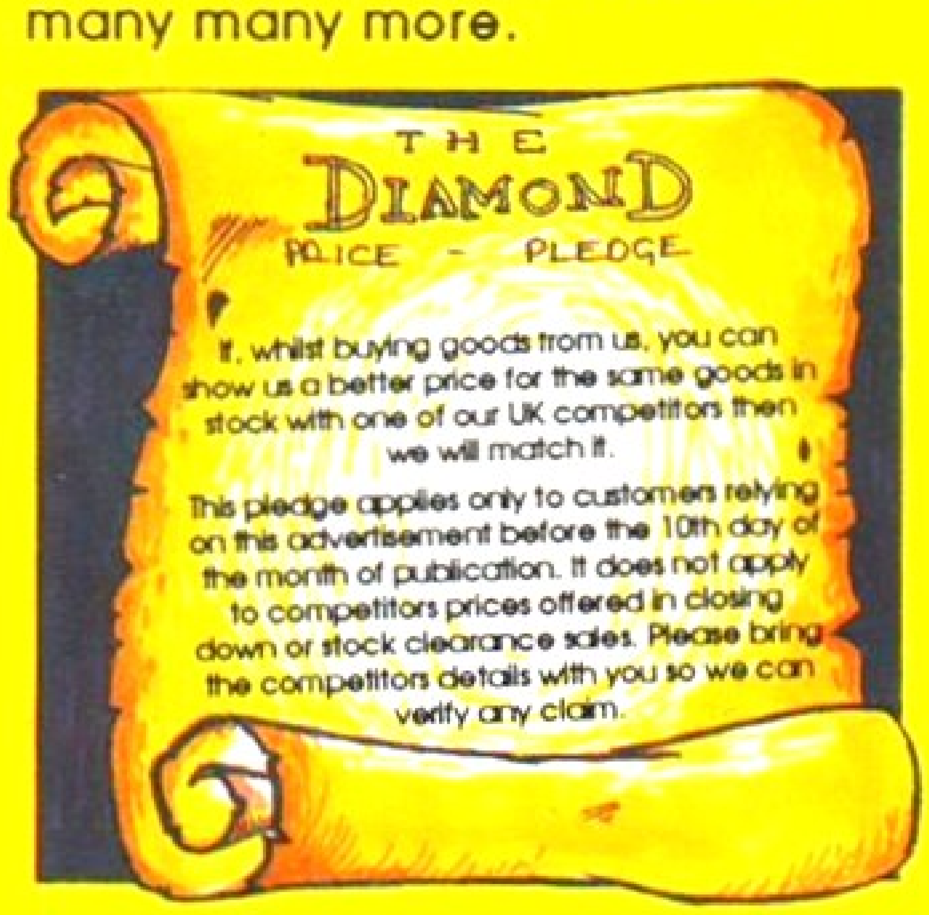
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CAPTAIN DIAMOND'S PERIPHERALS PAGE

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Simply telephone through your order, giving your Access, Visa or American Express card number or send a cheque or postal order to our Tottenham Court Rd. Branch
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Corporate Sales:-Account Customers Min. order value = £50, New Accounts min. £500. Allow 10 working days for cheque clearance. Bankers drafts clear same day. All prices are correct at time of going to press, but are only valid until the 10th day of month of publication due to magazines coming out four weeks earlier than issue cover date. ie. This advert is only valid until 10th April 1993.

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This pledge applies only to customers relying on this advertisement before the 10th day of the month of publication. It does not apply to competitors prices offered in closing down or stock clearance sales. Please bring the competitors details with you so we can verify any claim.

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For your local Diamond branch details please see last page of this advert

Know an octave from a semitone? Well learn that and then some with Virgin's new music education CD software. Can it turn your kids into mini Mozarts? **Paul Tyrell** tunes in ...



CD software that aims to teach youngsters all about music, with the help of a colourful and easy-to-understand interface.

Musicolor

Music learning package ■ £49.99 ■ Virgin

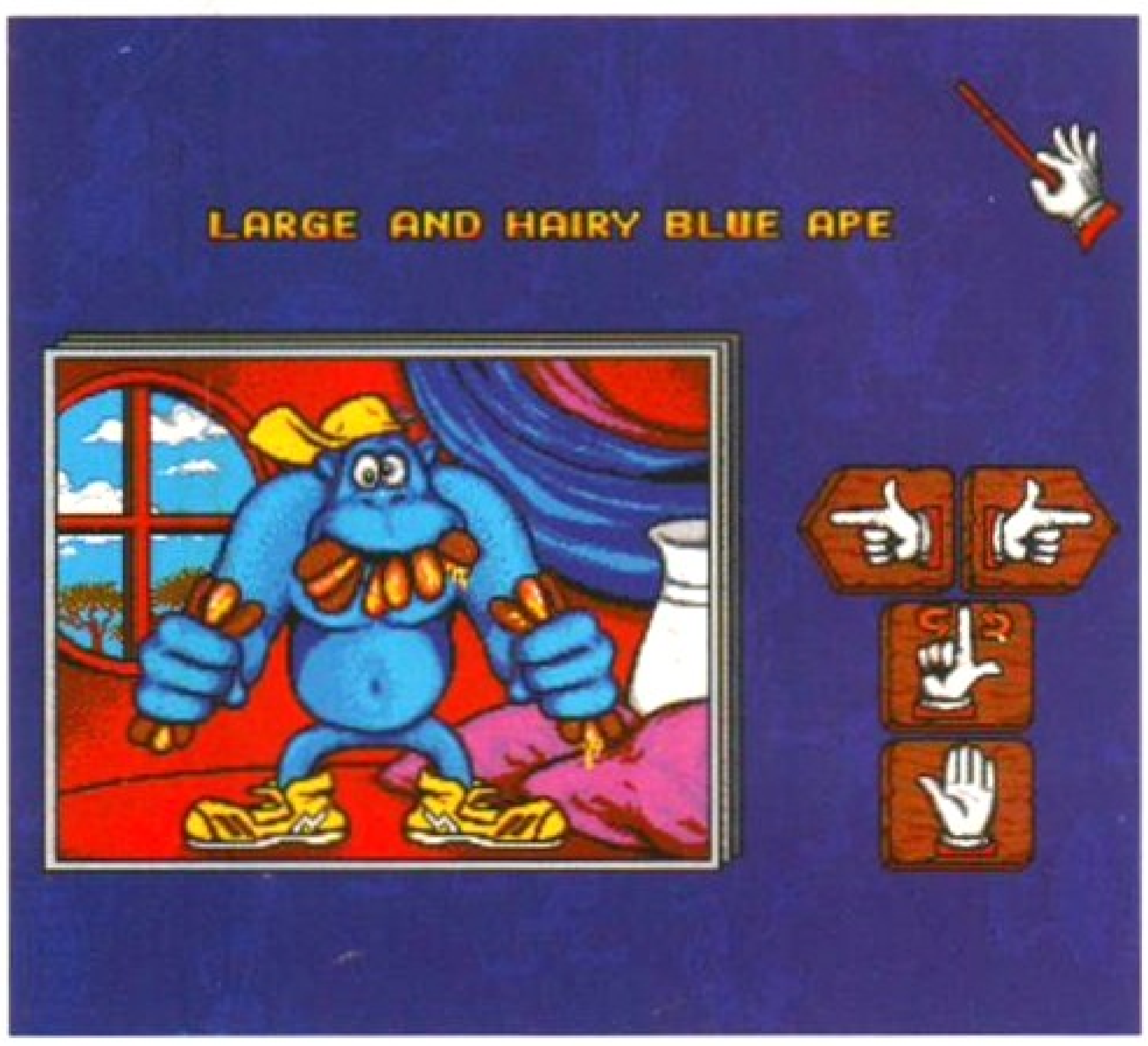
FOR THOSE OF us who were not as musically inclined as Mozart in our earlier years, learning any musical instrument for the first time is a real struggle. Salvation could be within reach, though, in the form of this new package from Virgin.

The potential of the CD drive and CDTV software hasn't been fully utilised yet, previous releases are proof of that. So is *Musicolor* going to be the orchestral hit to set the CDTV alight or is it just another uninspiring diminuendo? Well it's based on the Tobin System; an acclaimed music teaching method which substitutes notes of the octave with colours so that they can be remembered more easily.

Musicolor is a glossy and attractive home-study course that's divided into 20 progressive stages. It aims to help students progress from a simple knowledge of music theory to full-blown composition.

The lessons' style overall is quite juvenile, even though the recommended student's age is seven and upwards. For the younger user, though, *Musicolor* is going to be fun thanks to an easy-to-understand interface, excellent use of pastel colours and a host of animal friends to lead the way through each lesson.

A comprehensive, step-by-step instruction section in the first lesson introduces simple icons used throughout the course. Students are taught about different areas of music theory, beginning with simple concepts such as pitch and note-length, before being subjected to more complex topics such as sixteenths and tetrachords. This leads, if all goes well, and the student understands, to a rudimentary knowledge of composition principles.



MUSICOLOR is available from Virgin 081-960 2255

Older students will find the overall style a bit juvenile, but they can still glean plenty from this informative musical package.

The seven notes which form the octave (along with an additional 'c'), are depicted by seven different coloured creatures who introduce demonstrations of the different topic areas. Association between these and the musical notes is encouraged constantly and is even reinforced by songs on occasion.

Other teaching devices are regularly used such as engaging puzzles which have simple answers. I feel though, that the use of 'yes' and 'no' icons to respond to questions – rather than 'equal' and 'unequal' – would be more appropriate for the age of the audience in some areas of the course.

Another impressive aspect of the package is the regular appearance of colouring-book sections, which encourages yet more use of those colours as a reminder of their musical equivalent. These break up the learning process and maintain interest while adopting the guise of a simple paint package, which enables the student to flood areas of the screen with diff–erent colours.

Most beneficial to the learning process seems to be the sheer number of sections, because they allow the student (or teacher/parent) to gauge the learning period – a lesson a day would provide an incentive for study and the foundations of a greater understanding of basic musical theory.

Infuriatingly enough, *Musicolor* falls down on the standard of its samples! Defying the obvious advantage of the CD medium, the program sports some samples which are purely functional and unmistakably synthesised, when time could have been spent producing an authentic set of instruments – yet another disappointing neglect of the CDTV's potential.

The complete package is an excellent introduction to musical theory and a valuable aid to teachers/parents who are looking for an accessible way of introducing children to music. Students will be captivated and eager to return to completed lessons, while reinforcing their knowledge and at the same time having a great deal of fun.

Musicolor

SPEED ●●●
CD access is fast and you won't get bored waiting for the next lesson.

DOCUMENTATION ●●●●●
All tuition is basically self explanatory – pupils are unlikely to experience any difficulty at all.

ACCESSIBILITY ●●●●
A program like this has to be accessible and *Musicolor* succeeds on all counts.

FEATURES ●●●●
Painting, singing and composing ensure a vast amount to see and do.

VALUE ●●●●
Two CDs with great potential; not cheap at £50, but it's a well-researched program.

AMIGA FORMAT Verdict **78%**

Mail order: buying with confidence



Although high street retailers may be the most obvious place to buy an Amiga and its software, the place where you'll find the best advice and after-sales service is your local independent computer retailer.

SUPPORT YOUR LOCAL COMPUTER SHOP!

One of the most pleasant ways to get soft/hardware for your machine is to support your local independent computer shop. They are usually run by pleasant, knowledgeable enthusiasts who can and will assist you in any way possible. Unlike a lot of high street retailers the staff actually know how to turn an Amiga on, and can even run software on it. And if something goes wrong, you know where to take it back to, and who to speak to. Independent shops are what made the Amiga the success it is, long before the big multiples came in with their price cutting, 'we only sell 'em' attitude.

If your local independent doesn't conform to this idyllic picture that we have painted, then why not try a mail order company. But if your local independent shop offers a service you can't get anywhere else, and many do, give them your business. They sell a full range of Amigas and a plethora of software and add-on peripherals – in the long run you know it makes sense.

THERE ARE MANY avenues open to the Amiga owner who is in search of software and hardware for their machine. If it's games you're after then you can go to one of the high street retailers, but they are by and large bandwagon jumpers who are only out to make a quick profit from our industry. They can't usually offer buying advice, and often they don't offer the chance to play the games, they only stock new and big games and they usually charge the full recommended retail price.

For people after serious software, the picture is even bleaker. Do HMV WH Smith, Our Price et al stock *PageSetter 3*, I think not. And if they did could they tell you if it will be compatible with your 4 Mb Workbench 2.04 machine with a GVP hard drive? No!

Most towns don't even have a shop where you can buy a GVP A500 HD8+ in the first place. So what's the solution to your shopping requirements? Well, mail order of course. Just take a flip through the pages of this very magazine, and I bet you'll find games that are reviewed in this issue at up to £10 off list price. I bet you'll find several shops advertising A1200/600 hard drives, and I bet you'll find adverts for many items of Amiga hardware that you never even knew existed – never mind being able to get them in your own town.

But these are tough times economically, and a few mail order retailers have gone out of business recently, so how can you be sure buying by mail is the right thing to do? Well firstly, you can order through a company who advertises in ***Amiga Format***. We can't offer an absolute guarantee, but we've had a long relationship with most of our avertisers, and can vouch for their credibility. After all, if a trader goes bust, we can lose money too!

Secondly you can use your brain a bit, before you send large amounts of money (whether it be a cheque, postal order or credit card number) through the post, just think for a few seconds, and bear the points below in mind…

AMIGA FORMAT'S TOP TEN MAIL ORDER TIPS

1 Before you send any money, ring the supplier to confirm that the product you want is in stock; when the delivery is likely to be made, and enquire about returning unwanted goods and the supplier's refund policy.

2 Find out about hidden extras like postage and packing charges, and whether the prices you are quoted include VAT or not.

3 Beware of any companies that do not include an address in their advertisement.

4 Beware of any company that is always on an answering machine.

5 If you are ordering goods of more than £100 in value, always try to use a credit card if you can, because then you are likely to be insured against unscrupulous retailers (if you aren't sure, check with the credit card company).

6 Failing that, use a crossed cheque or postal order. Never send cash through the post.

7 If a problem does arise, then simply contact the supplier in the first instance and calmly and politely explain what your problem is. In most cases these things are merely a mix-up or a misunderstanding that the supplier will happily put right for you.

8 If you really think that you do have a genuine grievance with a company, and that you do not think it can be resolved, then you might consider contacting your local authority's trading standards officer (the number should be in the phone directory).

9 Always keep records of correspondence with any mail order company that you deal with and also make a note of where and when you saw the product advertised.

10 If the worst comes to the worst then you can always go to your local small claims court, or get legal advice from the Citizen's Advice Bureau.

History Line



The course of the Great War is explored in this excellent war/strategy game from Blue Byte. Based on their earlier successful game *Battle Isle*, *History Line* scored an incredible 94 per cent in *AF*43.

Description	Price	Order Code
History Line	**£29.99**	**AF251**

VideoMaster



MicroDeal's new combined audio and video digitiser enables you to capture both sounds and pictures for manipulation on your A500 or A500 Plus, allowing you to make your own multimedia movies.

Description	Price	Order Code
VideoMaster	**£64.95**	**AMF245**

Sportsmaster



Not only *PGA Tour*, the best golf game ever (and don't believe anyone who tries to tell you other wise), But *Indianapolis 500*, *Advantage Tennis* and *European Championship Soccer 1992*, all in one box. Buy it!

Description	Price	Order Code
Sportsmaster	**£24.99**	**AF252**

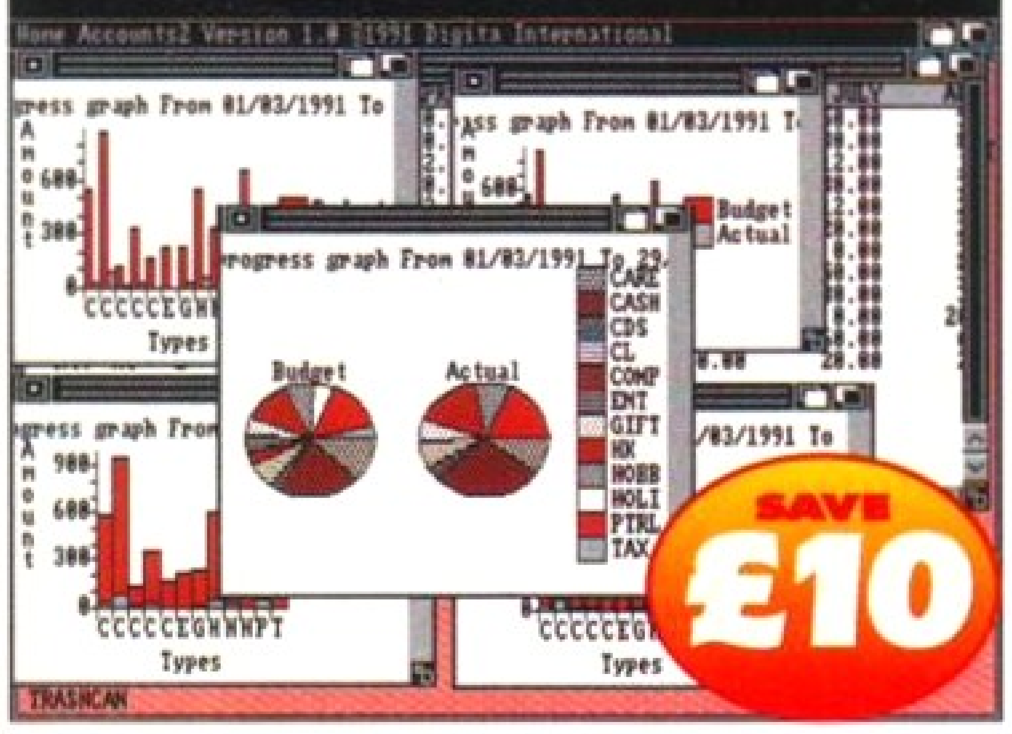
Fun School 4



Let the kids and the Amiga make friends, with Europress' acclaimed educational software!

Description	Price	Order Code
Teddy Disk	**£17.99**	**AM231**
Frog Disk	**£17.99**	**AM232**
Spy Disk	**£17.99**	**AM233**

Home Accounts 2



Described by ***Amiga Format*** as 'a package which will suit any household', this is the ideal way to keep track of your financial affairs, from what's in your cheque account to how much is left after the bills!

Description	Price	Order Code
Home Accounts 2	**£44.99**	**AF229**

mini Office



Everything you need to turn your own home into an integrated business environment all in one handy package. A word processor, spreadsheet, database, graph utility and disk organiser in a complete set.

Description	Price	Order Code
mini Office	**£49.99**	**AFMinOff**

Amiga Format Mail Order

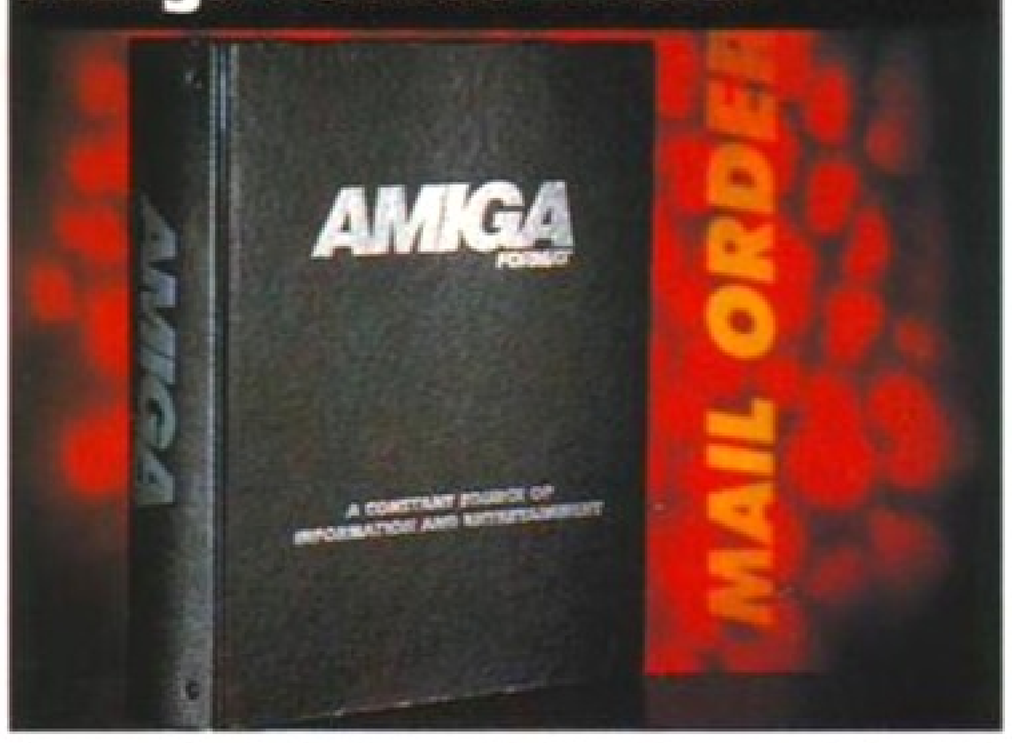
RAM Expansion



It's well over a year since new Amigas were sold with less than 1Mb of memory. Nowadays many games, as well as most serious software, require that magic meg. Here's a bargain way to upgrade your A500.

Description	Price	Order Code
512K RAM Expansion	**£25.99**	**AM237**

Amiga Format Binder



Are you tired of all your ***Amiga Format*s** being left scattered all over the floor? If so, protect them with these stylish and practical black-and-silver binders.

Description	Price	Order Code
One binder	**£4.95**	**AF108**
Two binders	**£9.00**	**AF109**

New Technosound Turbo



This recently updated sampler from New Dimensions enables you to grab digitised sounds, then sequence them into simple compositions. It contains a new cartridge, updated manual *and a* set of audio leads.

Description	Price	Order Code
Technosound Turbo	**£29.95**	**AF246**

The Amiga Format star buys

AF Amiga Accessories



If your bedroom, lounge, study or wherever is anything like the *AF* offices, you'll be needing a dust cover for your Amiga. So we've had these super ones designed in a nice grey colour that's just bound to be all the rage in 1993.

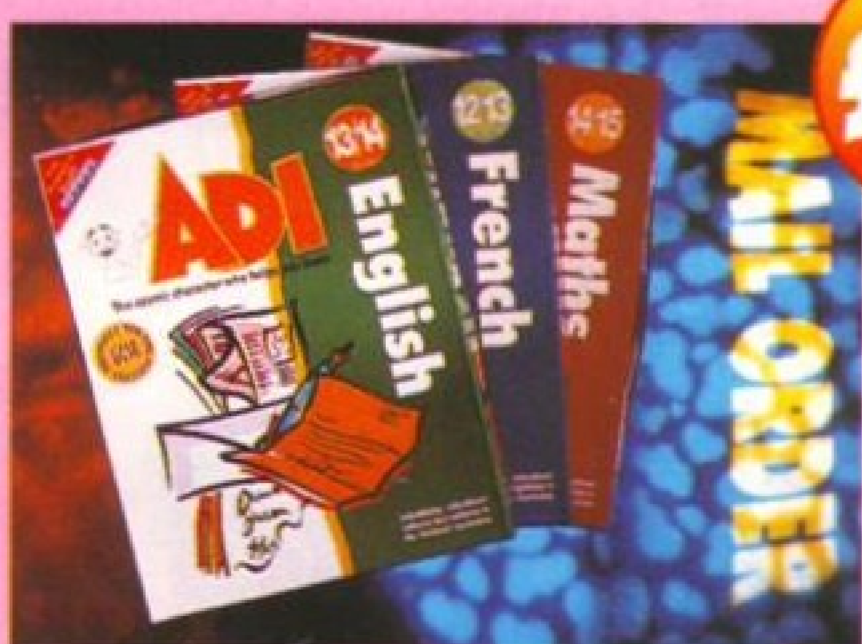
And knowing that co-ordination is the key to style, we've created matching mouse mats and disk wallets as well. The covers and wallet are resilient and water resistant (small Coke spillages, not computing in the bath). The mouse mat is well... sort of flat and grey actually, but in a truly fabtastic fashion. Get them now, or get them later.

Description	Price	Order Code
A500 dust cover (not pictured)	£8.99	AF5 DUST7
A600 dust cover (not pictured)	£8.99	AF6DUST
Monitor cover	£12.99	AFMONIT
Disk wallet	£3.99	AFWALL
Mouse mat	£7.99	AFMAT

Special offer, buy a full set and save money.

A500 cover, monitor cover, mouse-mat, disk wallet	£29.95	AFCOVERS5
A600 cover, monitor cover, mouse-mat, disk wallet	£29.95	AFCOVERS6

ADI



SAVE £3

From the makers of the popular *Fun School* series comes *ADI* – educational software for 10 to 15 year olds. Adi is a cute little extra terrestrial who guides students through three core GCSE subjects: English, Maths and French.

Each pack contains extensive exercises which students work their way through, with Adi always on hand with on-screen tuition. Students are encouraged to complete each exercise by attainment of points, which entitle them to play various games. Excellent educational content, and will keep the kids away from *Streetfighter 2* for a while!

Description	Age 11-12	Age 12-13	Age 13-14	Age14-15	Price
ADI Maths	AF253 A	AF253 B	AF253 C	AF253 D	£22.95
ADI English	AF254 A	AF254 B	AF254 C	AF254 D	£22.95
ADI French	AF255 A	AF255 B	AF255 C	AF255 D	£22.95

StereoMaster and free Quartet software



SAVE £10

This update of Microdeal's *MasterSound* is an ideal entry-level sound sampler. Its numerous features and improved easy-to-use graphic interface make it an excellent bargain for all you budding Amiga musicians. And as an extra special offer we are throwing in for free, the excellent *Quartet* sample MIDI sequencer. This powerful, but easy to use, four track sequencer will enable you to build your sampled sounds into full music tracks. At this price, you can't afford to miss it.

Description	Price	Order Code
StereoMaster and Quartet	£29.99	AF234

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Total order		

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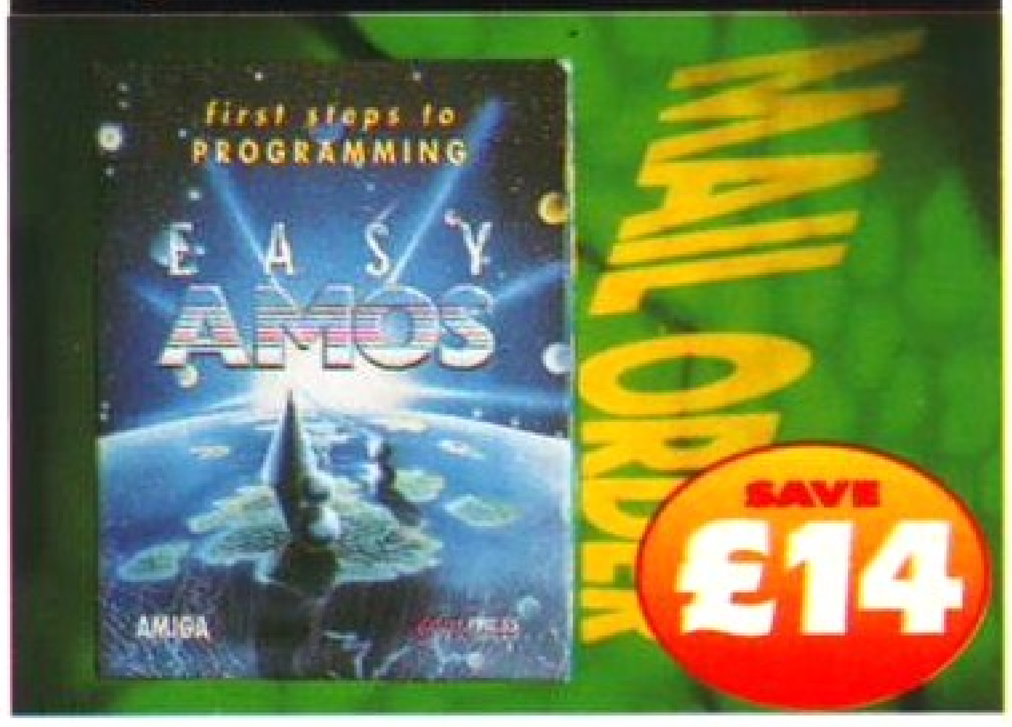
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AFM/4

The AMIGA FORMAT Collection

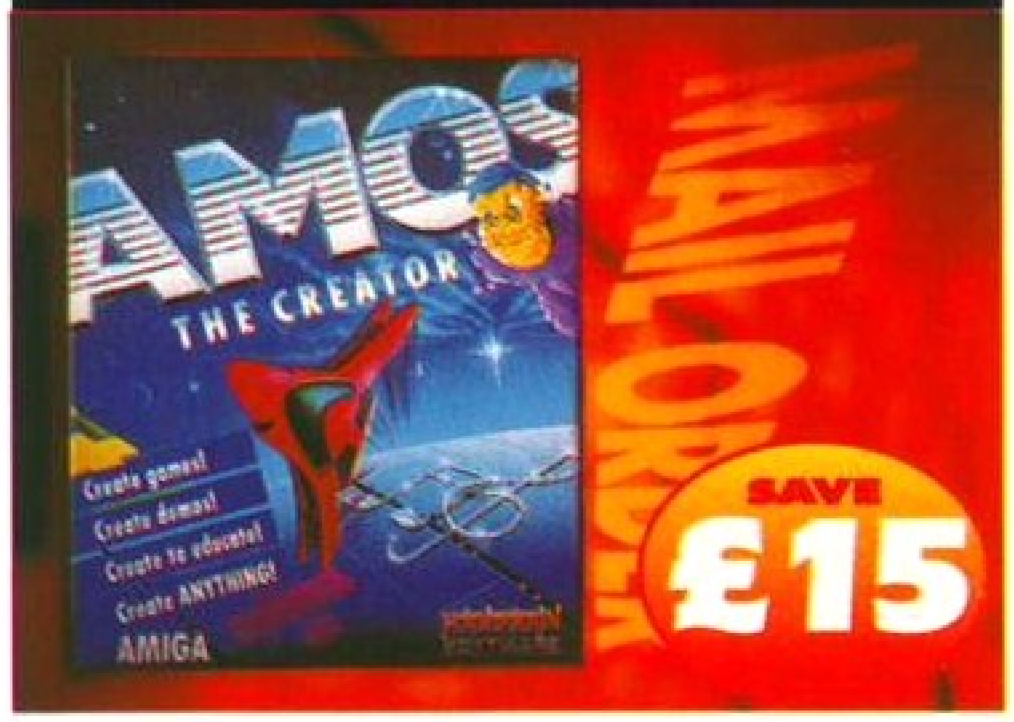
Easy AMOS



Designed for the beginner who wants to learn programming but doesn't know where to start, *Easy AMOS* is more than a programming language. Based on the successful *AMOS*, it has many helpful examples and detailed explanations to help you learn.

Description	Price	Order Code
Easy AMOS	**£29.99**	**AF250**

AMOS Compiler & AMOS 3D



If you want to get the most out of *AMOS*, why not buy the two most popular *AMOS* extensions in one pack? The *Compiler* translates your *AMOS* creations into stand-alone 100 per cent machine code, while *AMOS 3D* lets you create amazing 3D worlds!

Description	Price	Order Code
AMOS Bundle	**£49.95**	**AF247**

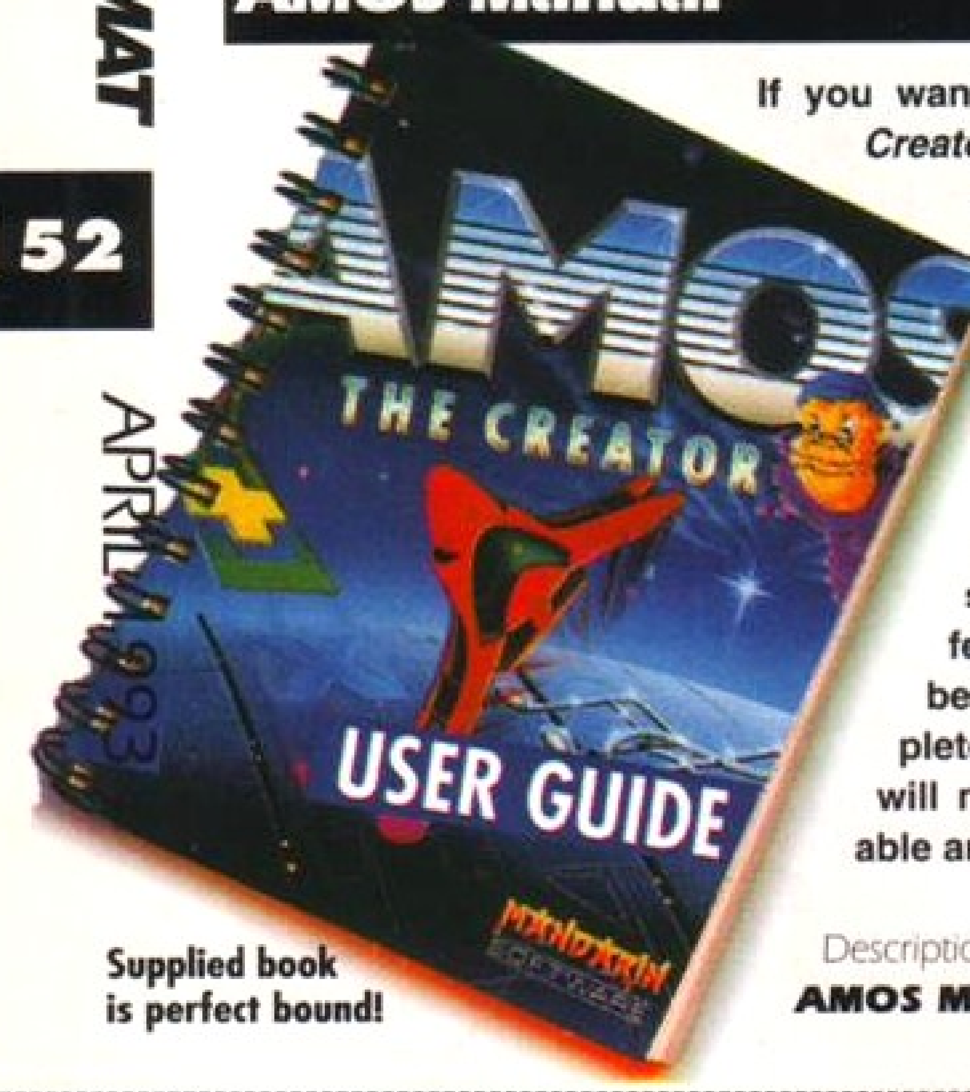
AMOS Professional



This is the highest-rated package ever reviewed in ***Amiga Format***. Top of the *AMOS* range It updates the famous *AMOS* extended basic programming language with new commands and facilities that make it a real winner! (Needs 1Mb minimum.)

Description	Price	Order Code
AMOS Professional	**£59.99**	**AFAMPRO**

AMOS Manual



Supplied book is perfect bound!

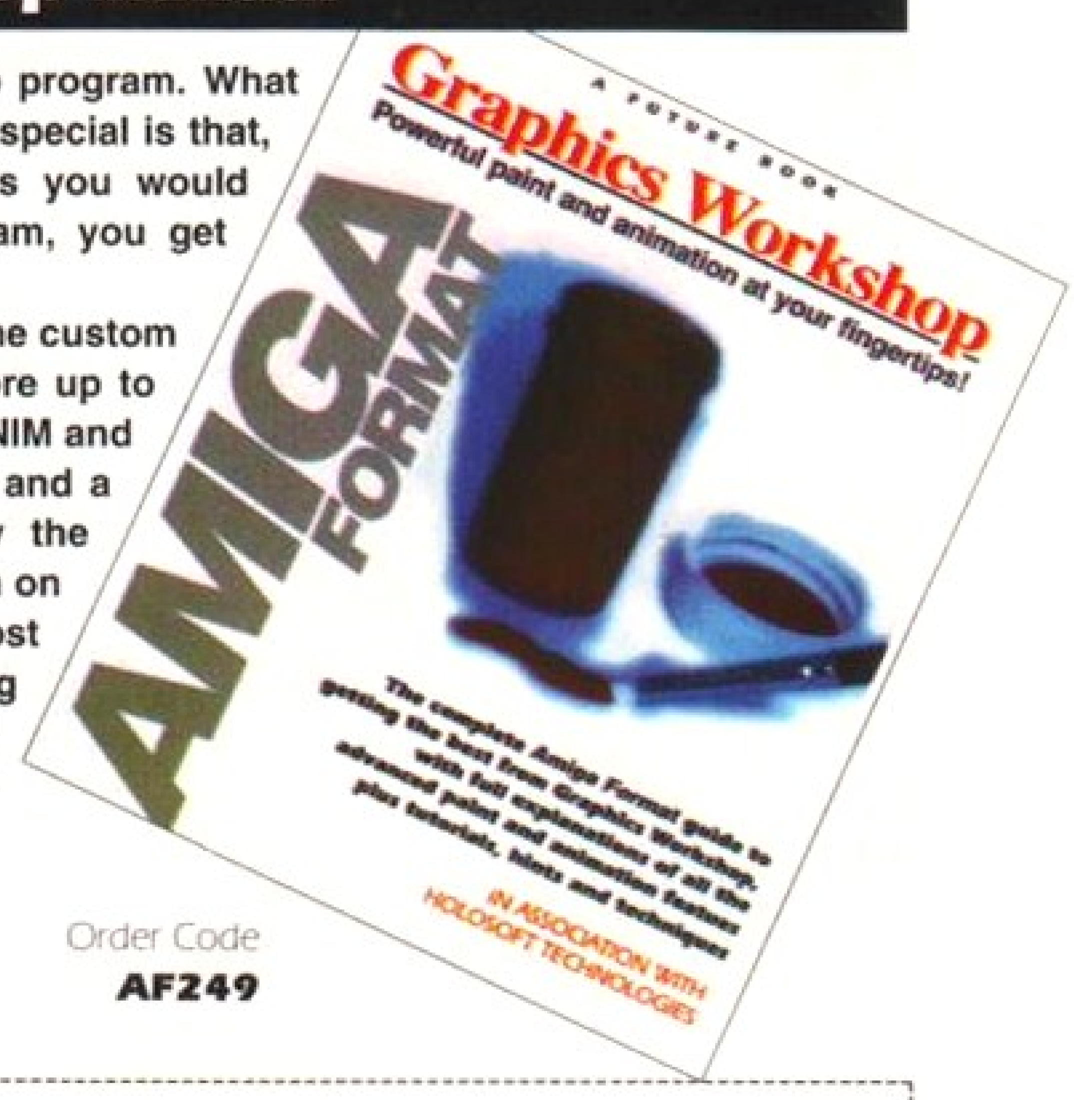
If you want to make the most out of *AMOS The Creator*, this is exactly what you need. It's the complete manual, as supplied with the package, and it also includes an Extras disk that contains all the example programs and extra bits and bobs that we couldn't fit on the Coverdisks this month. We'll continue to give lots of tutorials and advice, and showing you techniques for creating specific kinds of programs, as a regular feature in *Amiga Format*, so you wouldn't be stuck without this book: but as the complete reference work, you'll find *The Manual* will make your *AMOS* career far more enjoyable and creative!

Description	Price	Order Code
AMOS Manual	**£13.95**	**AF249**

Graphics Workshop Manual

Graphics Workshop is a superb program. What makes this drawing package so special is that, along with all the normal tools you would expect from a top paint program, you get some powerful extra utilities.

You're not limited to using one custom brush, you can pick up and store up to 10. It also features ANIM and Animbrush forms of animation, and a cell system which is probably the most powerful animation system on the Amiga. Why not get the most out of this top program by buying this illustrated instruction book and tutorial guide (with a special tutorial disk).



Description	Price	Order Code
AMOS Manual	**£13.95**	**AF249**

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AFM/4

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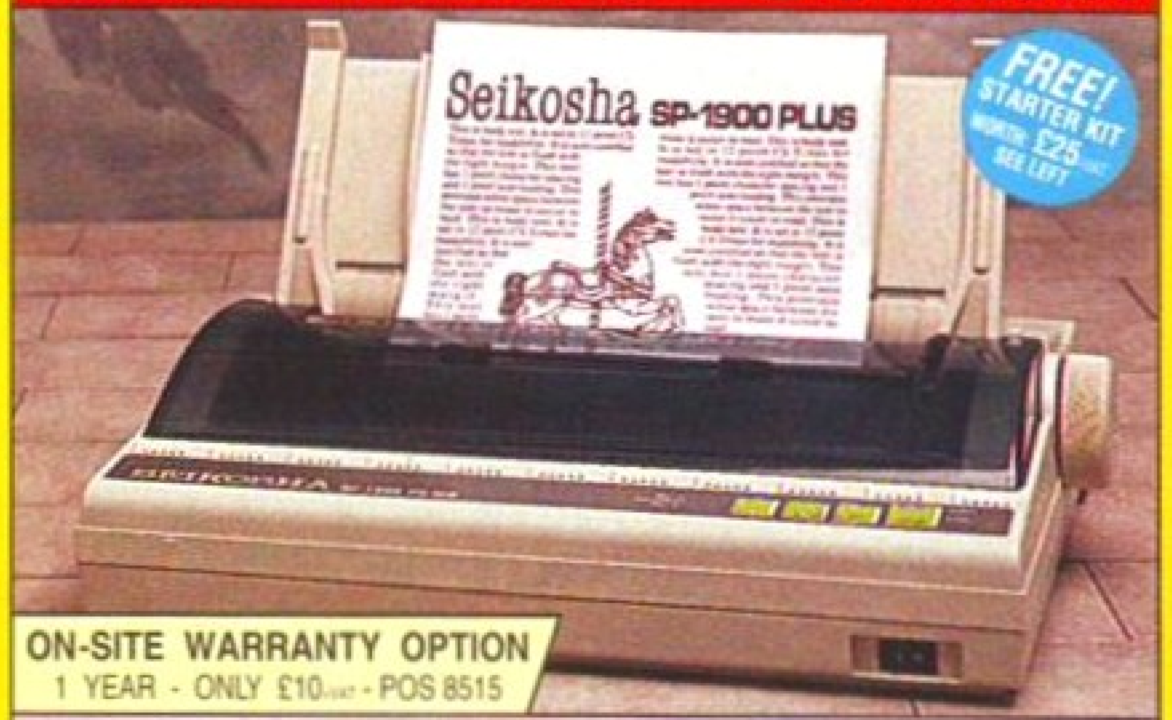


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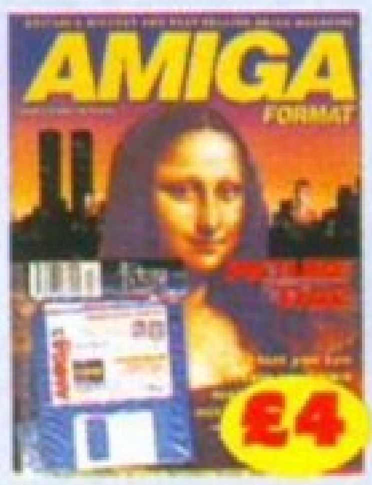
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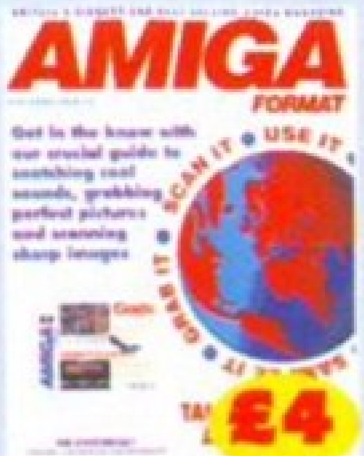
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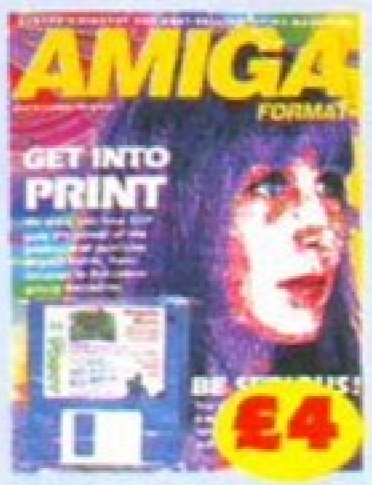
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Beginner's special, explains how to care for your Amiga.



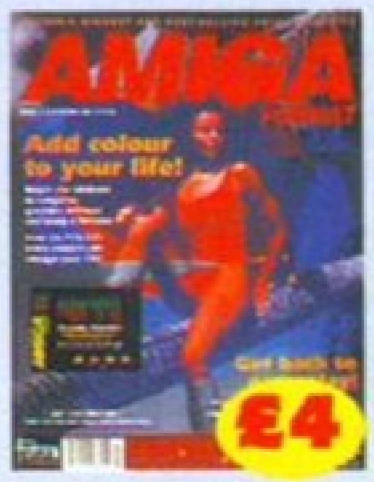
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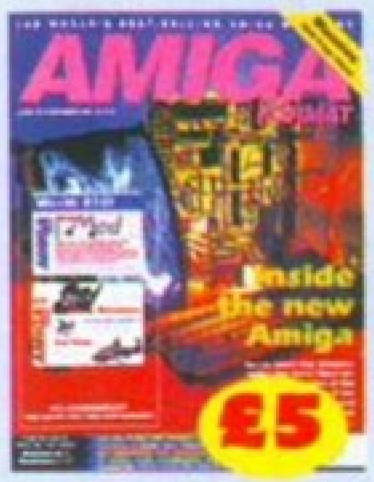
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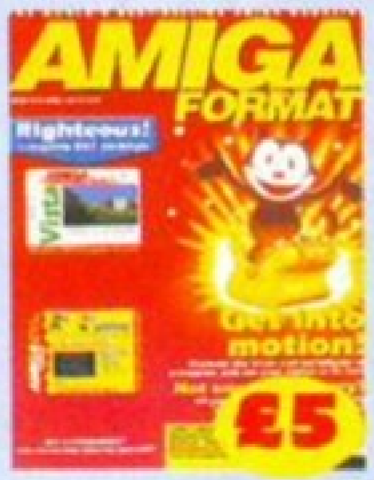
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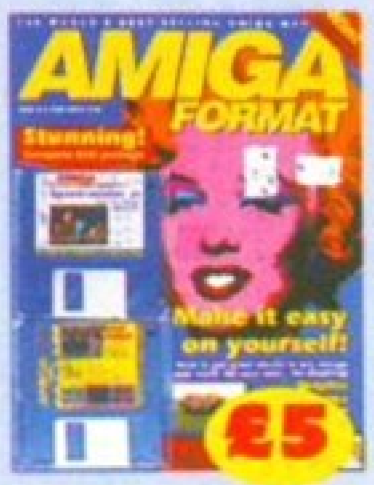
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True Colour brings 16 million colours to your screen.



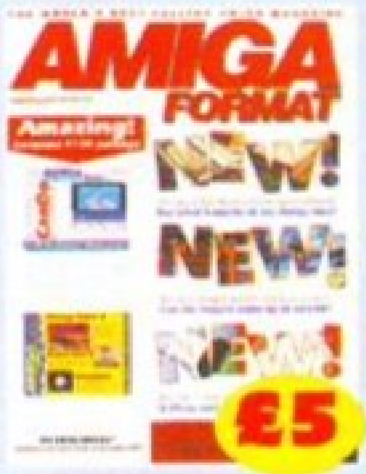
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First review of the A500 Plus, word processors tested.



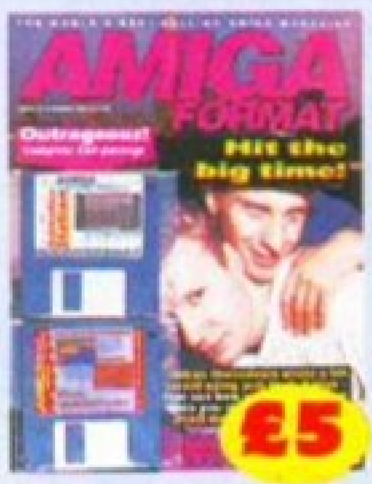
ISSUE 33
Landscape program *Vista*, plus how to create cartoons.



ISSUE 35
Digitising and sampling. Plus *Spectracolor Jr*.



ISSUE 36
With the multi-media program *CanDo! Jr* and the full low-down on the A600 and the CD-ROM drive!



ISSUE 37
The amazing story of musicians and artists who have made it big with an Amiga, plus *Animation Station*.



ISSUE 38
Got an A500? Learn how your machine can become a Super Amiga! Plus: choose a monitor from our guide and *IntroCAD*.



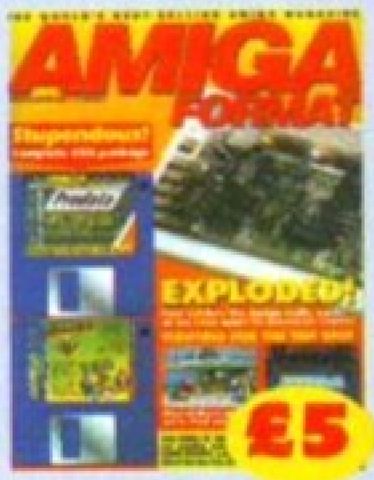
ISSUE 40
We give you all the hints and tips on how to get the most out of *Deluxe Paint*. Plus: *TVText* and *CrossDOS*.



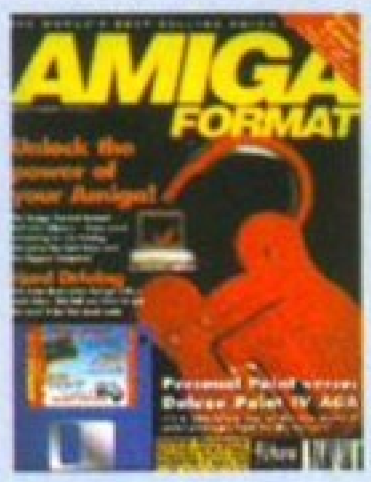
ISSUE 41
The inside story on two new Amigas: the A4000 and A1200. Plus: complete word processor *Scribble!*.



ISSUE 42
The top 30 games of all time tipped. Plus: complete *AMOS* language and *Lemmings 2* demo on the disk.

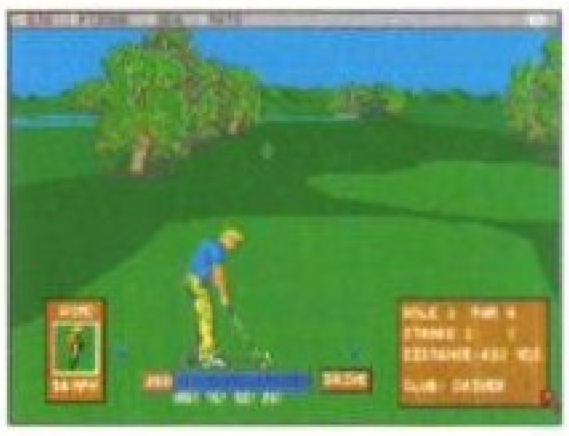


ISSUE 43
We take a look inside the Amiga and tell you 'How it Works'. On the Coverdisk the full database *ProData*.

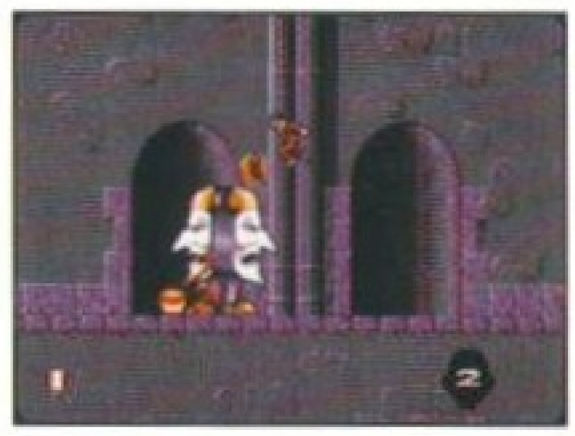


ISSUE 44
The best software ever comes in for a good looking at, as does *Deluxe Paint IV AGA*, and *Personal Paint*.

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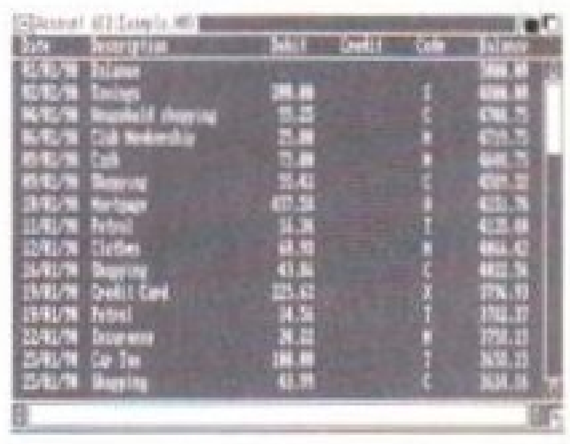
Sportsmaster
Four fabulous sports simulations in one box. Most notable for the truly wonderful PGA Tour Golf, a game which no-one should be without. Plus Advantage Tennis, Indianapolis 500 and European Cup Soccer.



Harlequin
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Wizkid
A stunningly bizarre platform puzzle adventure game from the inappropriately named Sensible Software. Wizkid scored 93 per cent in **Amiga Format** 37.



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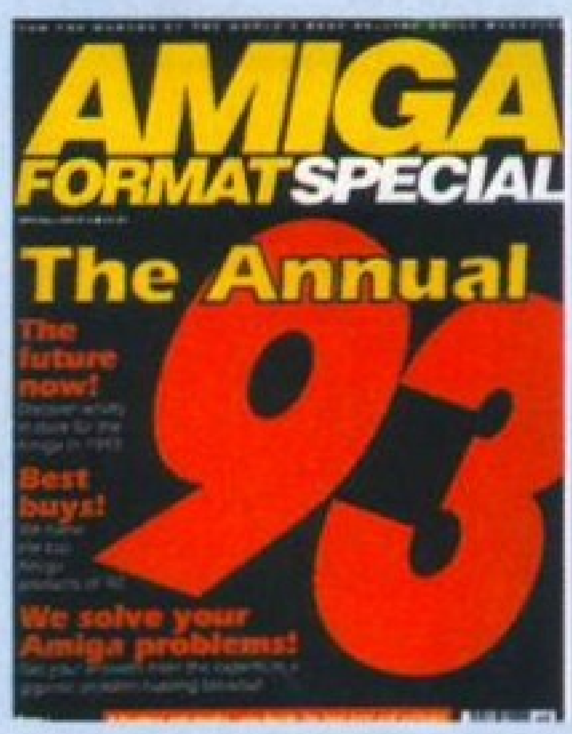


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The Amiga Format Annual 1993
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The Complete Beginner's Guide
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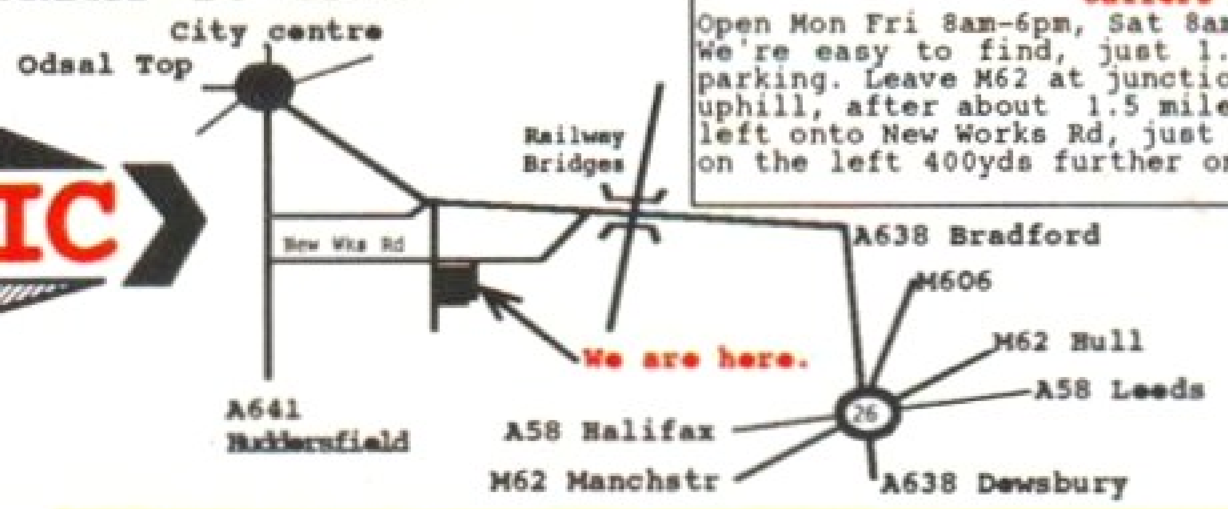
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+ 2410 DAFFY LOSES HIS HEAD !
+ 2400 DESKTOP MUSIC GUIDE
+ 2408 DEMO MAKER UTILS
+ 2407 SLIDESHOW
+ 2406 OCTAMED SAMPLES
+ 2405 FONTS & TEXTURES
+ 2404 FONTS & TEXTURES
+ 2403 FONTS (DPAINT)
+ 2402 FONTS (DPAINT)
+ 2401 (ABC) PMC ALPHA OMEGA 2
+ 2400 ANARCHY 3D DEMO II
+ 2399 (AB) ADDICTS TECHNO
+ 2398 (AB) ANDROMEDA DEMO
+ 2397 DIGITAL DEMO (MEGA)
+ 2396 PROTRACKER 2.3A
+ 2395 NASP V3
+ 2394 COMIC ART 2
+ 2393 (AB) STAR TREK THEMES
+ 2392 KIDS PAINT BOX (MEGA)
+ 2391 ACK ACK GAME
+ 2390 KI VOICE LIBRARY
+ 2389 GIF SLIDES 3 (PLANES)
+ 2388 WHOM (BLAKES 7 ETC)
+ 2387 WHOM (PRISONER ETC)
+ 2386 THE OLD TOOLSHED
+ 2385 MUSIC LABORATORY
+ 2384 JUKEBOX
+ 2383 AMI MORIA V5.4
+ 2382 WIZARD WARS DEMO
+ 2381 SPECTRUM EMULATOR V1.4
+ 2380 (AB) ANARCHY MUSIC DEMO
+ 2379 (AB) FAIRLIGHT DEMO
2378 WB3 SCREENS (1200 ONLY)
+ 2377 DART MACHINE (SCORER)
+ 2376 CROSSOVER
+ 2375 17 BIT ORDER UTIL !
+ 2374 PASSWORD PARADISE
+ 2373 WORLD GEOGRAPHY
+ 2372 SAVINGS CERT AD
+ 2371 SPACE BALLS (FANTASTIC !)
+ 2370 ADDRESS PRINT V3
2369 (AB) ZIP BENCH
2368 OWLMAN ANIM
2367 1200 ONLY UTILS
+ 2366 ADVENTURE CREATOR
+ 2365 CAT WOMAN SLIDES
+ 2364 OBLIVION (DEFENDER)
+ 2363 SHORT MODULES 2
+ 2362 TECHNO REACT II
+ 2361 (AB) STOLEN DATA MAG
+ 2360 MEGA CHEATS V3.0
+ 2359 MLPS MODULES
+ 2358 MLPS TECHNO RAVE
+ 2357 QUIZMASTER
+ 2356 LCD DREAMS
+ 2355 QUIZ CHALLENGE
+ 2354 T.A.C.K.
2353 SUPER PACMAN DELUXE !
+ 2352 SKYBOARD TECHNO MUSIC
2351 METROPOLIS DEMO
2350 LEAGUE CLUB UTILITY
+ 2349 HYPERDRIVE 1 MEG
+ 2348 HYPERDRIVE 1.5 MEG
+ 2347 SHOOT EM UP GAME
+ 2346 (AB) CULT TV VOLUME 2
2345 AMITOOL PRO + PICSEE
+ 2344 SANITY W.O.C. DEMO (MEGA)
2343 VANISH W.O.C. DEMO (BRILL)
2341 (AB) XBENCH & EXTRAS
+ 2340 THE BOAT ANIM
+ 2339 (AB) THE JOUNEY (MEGA)
+ 2338 (AB) QL EMULATOR
+ 2337 ACID PUNK SLIDESHOW
+ 2336 (AB) LAWNMOWER MAN 5/5
+ 2335 BOOTX 5.20
2334 GRAND PRIX MANAGER
+ 2333 (AB) THUNDERBIRDS ANIM

ASI MEGA PACK !
STILL AVAILABLE DUE TO POPULAR DEMAND ! PACK INCLUDES 30 DISKS PACKED WITH THE VERY BEST OF PD GAMES. OVER 150 GAMES INCLUDED WHICH IS MORE THAN ENOUGH TO KEEP A BOATLOAD FULL OF KIDS HAPPY ON A RAINY DAY ! PRICE STILL ONLY £29.99 FOR THE LOT !

COLOUR FONT PACK
10 DISKS PACKED WITH COLOUR FONTS FOR YOU TO USE WITH YOUR FAVOURITE WORD PROCESSOR. NOT MUCH GOOD TO YOU UNLESS YOU HAVE A COLOUR PRINTER BUT THEY LOOK GOOD ! ALL 10 DISKS FOR £12.00 INC !

A1200 SLIDESHOW PACK
MAKE YOUR ST/PC OWNING FRIENDS GO A PALER SHADE OF GREEN THAN A TROLLS UNDERPANTS WITH THIS 10 DISK PACK OF A1200 HI-RES NONE FLICKER PICS. STUNNING STUFF. ALL 10 DISKS FOR £12.00 INC !

PD Update

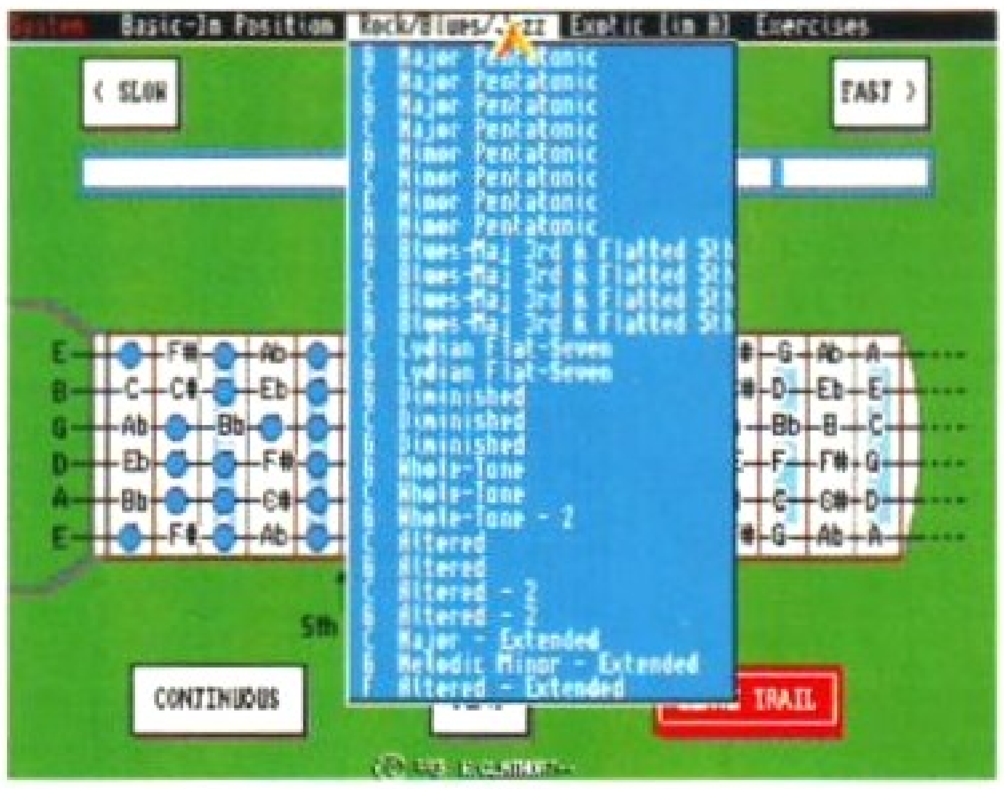


Still paying for Christmas? Just paid the electricity, gas and telephone bills all in one go as well? Feeling poor? Well then save some cash with some dirt cheap (and **Pat McDonald** recommended) PD…

FASTFRET 2

EDUC

NBS CLE15



This is the standard scales practice menu – the blue circles mark the trail of the rising and descending notes.

FastFret 2 is a scales tutoring system for lead guitar and it's a CLR Licenseware product, which basically means it costs £3.50. There's a lot of Licenseware around that isn't worth this much, but this one is.

Quite simply, all you do is select the scale that you want to practise your guitar at, and the speed, and the computer plays it for you. It indicates all the finger positions while it plays. The idea is that you can practice your scales without having to try and figure it out from a book.

This is program is excellent – all right, so it's PAL only, but getting a real guitar player to show you a scale is quite frustrating. Most of them either a) can't teach or b) simply cannot be bothered with something as repetitive as scales.

If you genuinely want a computer program to help you become more fluent at playing lead guitar, get this. It takes effort and practice, but it's more compliant than getting your mate to show you how. I'm almost tempted to nip out and buy a guitar.

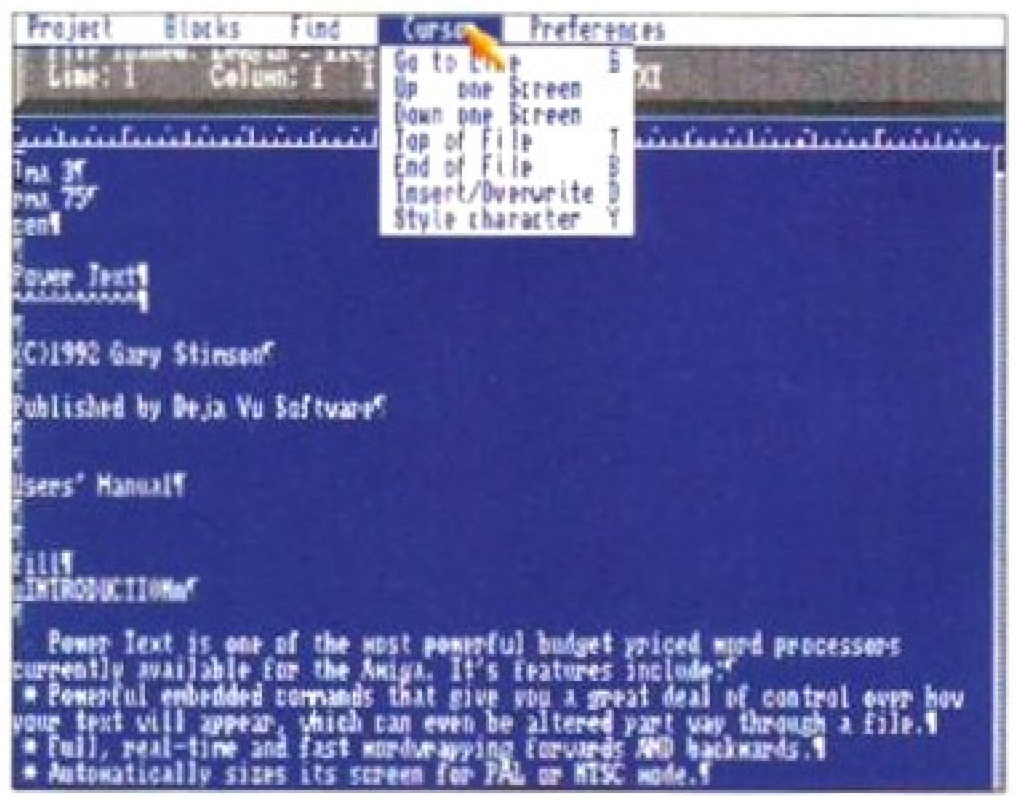
POWERTEXT V1.05

TOOL

DEJA VU L/98

Do you want a cheap word processor? Really cheap? This one will cost you £4.50. This is a poor man's *Protext*. *Powertext* works even on a humble 512K Amiga, it has a built-in spelling checker (make your own dictionary) and word count feature, and it can double side print too. The old underline, bold and italic printing styles are in there, together with a neat little program to select a different printer driver.

It's nice to see that the author (Gary Stimson) has made it easy on newcomers to get their printers working. It's a very good program, considering that it was written in AMOS and compiled. *Powertext* installs to hard disk and works with virtually all Amigas. Ideal for writing general documents like letters, invoices, memos and so on. I don't think I'd like to write a book on it though, because it is slow at loading and saving files larger than about 10K.



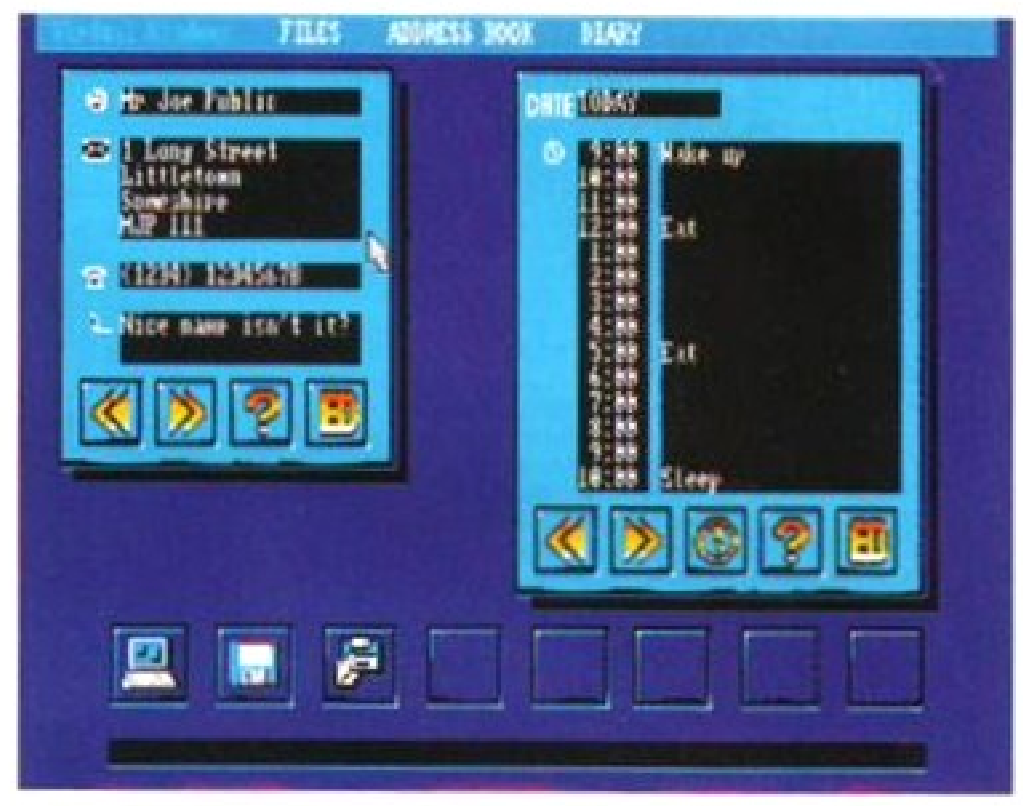
***Powertext* can load and save pure ASCII files as well as those that contain print commands. Fast and simple.**

VIRTUAL WINDOWS V1.0

UTIL

CENTRAL LICENSEWARE CLU12

This is not a program that can be easily categorised. Matt Hall set out to remove the need for all the little bits of paper in his life, and ended up with an Amiga organiser program. For your £3.50, you get an NTSC sized notepad, card index and diary program. Because it was written in *AMOS*, the program will not sit in the background behind Workbench, which means that you have to run the program every time you need to get at your information. Also included is a handy little AmigaDOS guide. It's not brilliant (most of the information is oldish) but if you've just bought a second-hand 1.3 machine this program could be a real boon.



As well as the address book and diary on display here, *VW* can keep records of your video and disk collections.

It's user friendly, pretty and quite useful if you have nothing better. If you have a database like *Prodata* (*AF*43) you'll probably wonder why anyone would want such mundane information to hand, when there's much more interesting data to organise.

KASTLE KUMQUAT

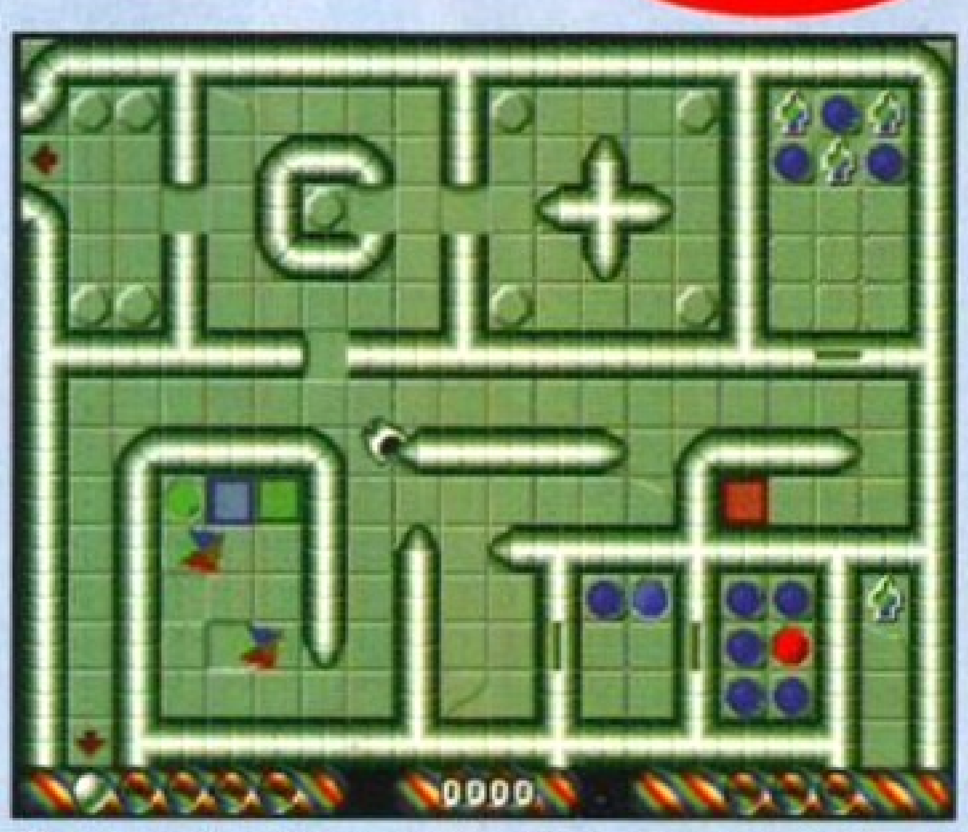
GAME

17 BIT 1716

This game uses an old plot with a new perspective. You are your king's personal fruit picker. You've got to enter Kastle Kumquat and collect fruit. There are nasties to avoid and huge pits of boiling lava to keep you on your toes. Couldn't I just go to Sainsbury's instead?

The game is totally joystick controlled, and viewed with a top-down perspective. The gameplay consists of you running and jumping, and er, opening the odd door with a key. Daniel Leyden did the sound and coding, Colin Walker did the graphics.

It's not brilliant, but it certainly is addictive. The music beats along in the background, and this is one instance where the music adds a lot to the game. It's not too difficult, but it's trickier than the average commercial game. PAL only, good gameplay, get it.

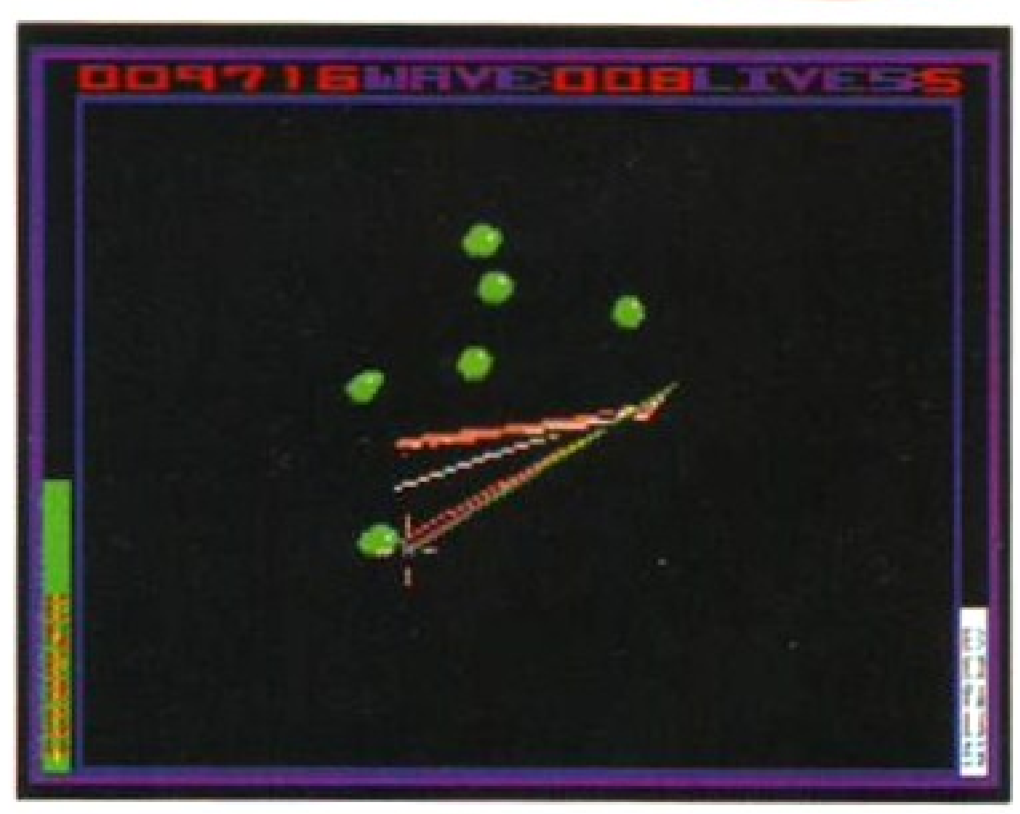


The multicoloured squares are the bad guys, the blue blobs are the fruit. Hmm, which switch to press?

ENTITY

GAME

CHRIS SWIFT



The *Entity* playing area is quite small – you'll probably notice the pixels. But the gameplay is good and original.

Just for once I'm going to break my rule of not mentioning programs that I received straight from the author. The reason is that *Entity* is a very special game,

Continued on Page 162

United Public Do

Look out for the CLR logo!

The innovators

THE BEST SELECTION OF PD IN THE UK !

GAMES

PG003 AIR WARRIOR Good flight Sim + (not A600!)
PG006 ANTEP & SLOT CARS role playing game+ Y
PG008 ASI 1 Tanx, Rollerpede, Avatris Amigoids etc+
PG009 ASI 2 Invaders,Bally 2,Missile command etc!+
PG010 ASI 3 Megaball & Drip Superb !+
PG011 ASI 4 Frogger Go Moku,Cracker Jumpy etc!+
PG012 ASI 5 Raid, Go Looly & Retaliator+
PG013 ASI 6 Pacman Downhillchallenge Welltrix etc!+
PG014 ASI 7 Moonbase, Trix,Nightworks Clauderunner!+
PG015 ASI 8 Airace2,Hball,Snakepit & Numberfumbler!+
PG016 ASI 9 Features Battle pong & Blizzard! +
PG017 ASI 10 Escape, Pipeline, Pickout & Sys!+
PG018 ASI 11 Dad, Connex,Reversi Towers & Trippin+
PG019 ASI 12 Llamatron, Car, Powerpong, Fab!!+
PG020 ASI 13 Twintris, Squamble,Block it,Ball etc!+
PG021 ATIC ATAC Really playable ! + Y
PG024 BLACKJACK Good card game !+
PG026 CASTLE OF DOOM Excellent! Get it + Y
PG028 COLOSSUS & WORLD Fab adventures !+ Y
PG029 CROSSWORD COMPILER As it says !+ Y
PG032 DRAGONS CAVE D&D style game Mega+ Y
PG034 ETERNAL ROME Strategy & DOMINOES+ Y
PG046 HACK Great text adventure-infocom style! +Y
PG047 HOLLYWOOD TRIVIA Nice Trivia Game! +
PG048 HOLY GRAIL One of the best Text adventures+ Y
PG053 LARN A superb text adventure game + Y
PG059 LORE OF CONQUEST space trading D&D game Y
PG062 MENTAL IMAGE 1 Gridrunner invaders & rebound+
PG068 NO MANS LAND Hi tech war game-shoot em up. +Y
PG071 POM POM GUNNER Like beach-head on the 64+Y
PG072 PROPERTY MARKET Become a millionaire !!!
PG074 RETURN TO EARTH Elite space trading game! +Y
PG076 SEVEN TILES Speedball type game-MEGA!
PG079 SEALANCE A submarine strategy game + Y
PG094 TRAIN CONSTRUCTION KIT make own tracks+Y
PG101 THE INSIDERS CLUB Stocks & shares game
PG108 ASI 14 ChinaChallenge2 & Amiga Columns!+
PG110 SUPER SKODA CHALLENGE Nice car racegame!+Y
PG121 A500+ GAMES PACK 21 games to run on a plus+Y
PG124 TOTAL WAR Great new Risk type game,ok plus!+Y
PG127 AIRMANIA Super platform game from Addware + Y
PG131 ATLANTIS A nice looking strategy game! +Y
PG132 ASI 15 Battlecars Lettrix & Mambamove!
PG133 ASI 16 Wastelands, Mission X, Pacman +
PG134 ASI 17 Tomcat, Defenda, Jetman Bugblaster+
PG135 ASI 18 Henry in Panic Skyflyer Omega race!+
PG136 ASI 19 Growth,FranticFreddy,Biplane & more!+
PG138 BATTLE OF BRITAIN & WAR strategy war games+Y
PG139 DUNGEONS OF MADROJ Excellent D&D game+Y
PG140 MIND GAMES Stacks of fun with this !Y
PG141/3 SWORD OF WARLOCK RPG adventure 2drives
PG146 ASI 20 Microbes Hollywood trivia Coin drop +
PG149 A NIGHT AT THE TOWER Witty text adventure+Y
PG153 WAR very good strategy/arcade game+Y
PG155 ASI GAMES 21 Zeus Tetrix Battlements Dragntiles+
PG156 ASI GAMES 22 Lemmingoids,Wizzys quest Duel etc+
PG157 ASI GAMES 23 Quick money,BIP,Interferon Arcadia+
PG164 GAME TAMER 2.3 joystick tester & 268 cheats+Y
PG166 RAID III Wicked new shootemup !!!! +Y
PG167 SERENE III From the author of Raid !!!+Y
PG169 ASI GAMES 24 Revenge Dux Croak 3d maze etc!+
PG170 ASI GAMES 25 Mr Brick,Copper,hemeroids,E Type+
PG171 ASI GAMES 26 Superpacman 92 Smash tv Ashido
PG172 ASI GAMES 27 Addictive card games. Really good!+
PG174 AMOS CRICKET Shareware cricket game,1 or 2plr+
PG175 SPACETRAX 2 player shoot each other up game+Y
PG176 TECHNOBAN GAME Quite a nice puzzle game! +Y
PG177 HELLZONE Stunning R-type clone-GET THIS! +
PG178 MENTAL IMAGE 2 Three Excellent new games +
PG181 STRIKEBALL Baseball type game done in Amos +Y
PG182 ETHOS Simple graphical adventure Sinbad style+Y
PG183 CATACOOMBS great D&D style game. VG.GFX +Y
PG184 FATAL MISSION Very good Shootemup game +
PG186 ASI 28 Doody, DrMario, Invaders2, Madbomber2+
PG187 ASI 29 DOG, Rome, Nova, B-Bal, Atax, Quadrix+
PG188 ASI 30 Bounce & Blast, Total Fire Tank attack!+
PG189 SPACE RESCUE Super scramble like shoot em up!+
PG190 TOP SECRET An exellent quality platform game!+
PG191 ACT OF WAR New space strategy game! +Y
PG193 MASHIE NIBLICK Yes,a golf game for your Amiga+Y
PG195 KLAKTRIS Superb quality tetris type game!+
PG197 ANDYS AMOS GAMES 6 good games on here!+Y
PG198 AIRPORT Now you control an airport! +
PG199 CASHFRUIT Nice fruit machine game! +Y
PG200 ALL ROUNDER CRICKET New cricket game!+Y
PG202/3 IRON CLADS Good strategic war game!(2)Y
PG204 THRALLBOUND Text adventure with graphics!+Y
PG205 SOCCER CARDS Football managing game!+Y
PG206 ASI 31 Arazmaz,Crazy pipe, revolution etc!+
PG207 ASI 32 Blob, Sector one & Firefighter! +
PG208 ASI 33 Hyperball & War! +
PG209 ASI 34 Trailblazer, Yelp, Qbic Rushour! +
PG210 ASI 35 Poing, Snakepit, Cybernetix etc!+
PG211 ASI 36 Mother lode, Wonderland, Kong etc!+
PG212 ASI 37 Klaktris, Ghostship, Paccer etc!+
PG213 ASI 38 One on One,Baldy,Skyflyer2,Transplant!
PG214 LEGEND OF LOTHIAN Superb Ultima type game!!+Y
PG215 ASI 39 Lots of card games on this disk! +
PG216 ASI 40 Disk full of sliding puzzle games!+
PG217 ASI 41 Pacman deluxe, Hellzone Leap II etc+
PG218/9 CLASH OF THE EMPIRES Super strategy!+ Y

EDUCATION

All ok on A1200!
PE001/5 EDUCATION SET science programs for ages 11+ +
PE006 KIDSPAINT Fab little talking colouring book+
PE007/8 LEARN & PLAY Maths, spelling etc. 5-10 yrs +
PE009 STORYLAND 2 Save toyland from the witch! +
PE010 TOTAL CONCEPTS ASTROMOMY Book on a disk.+
PE011 TOTAL CONCEPTS DINOSAURS Book on a disk+
PE013 SIMON & SPACE MATHS Talking maths program
PE014 SPANISH, FRENCH, GERMAN TUTOR Translator +
PE015 TREASURE SEARCH find the lost treasure ! +
PE016 COLOUR THE ALPHABET learn letters & colours! +
PE018 TYPING TUTOR, Superspell Budget & Mscalender! +
PE019 DUNKS DTP A sort of DeskTopPublisher for kids +
PE020 MATHS DRILL Good maths disk for the young! +
PE021/4 SCIENCE Very good four disk set!+ (4)
PE025 FRACTIONS & SILHOUETTES Good maths tutor+ Y
PE026 WW II FACTS Good historical program!+ Y
PE027 AMIGA BEGINNER Learn to use your machine+ Y

BUSINESS

All ok on A1200 except PB006!!
PB001 AMICASH bank management program+
PB002/3 ANALYTICALC Superb spreadsheet!+ (2)
PB004 ASI LABEL PRINTERS 3 of the best+
PB005 BANKIN control your cheque book! +
PB006 BUSINESS CARD MAKER Nice program+
PB007 CLERK Complete accounts package+
PB008 DESKTOP PUBLISHER Simple to use +
PB009 FLEXYBASE DATABASE Address keeper+
PB010 JOURNAL Keep track of finances
PB011 MISC.BUSINESS Geotime, Grocery list, Calc
PB012 QBASE Simple 8 field database
PB013 QED Simple & effective text ed+
PB014 RIM DATABASE Fully relational !!+
PB015 TEXTPLUS V3.00 The BEST Wordprocessor +
PB017 VISICALC SPREADSHEET Simple to use+
PB019 BUSINESS LETTERS contracts, letters + more+
PB020 TEXT ENGINE 3.4 NEW Version !!! +
PB021 AMIBASE PRO. Powerful easy to use Dbase +
PB022 BBASE II v5.5 A fast & easy to use database+
PB023 FORMS REALLY UNLIMITED form creation prog+
PB024 LAST WILL & TESTAMENTS Just in case !+
PB025 EDWORD Brand new wordpro - V.good +
PB026 AGRAPH Superb Program graphing data +
PB027 BOILERPLATE Business letters & Wordpro +
PB028 LITTLE OFFICE Intergrated Wpro,Sst,Dbase,Gfx+
PB029 ADDRESS PRINT Good label printing program! +
PB030 THE MONEY PROGRAM Home accounting! +

UTILITIES

(Note: "Y" = ok on A1200!)
PU002 A-GENE Good geneology program + Y
PU004a/b A64 EMULATOR NEW VERSION 2.0 (2)
PU005 AMATEUR RADIO 1 Interest to radio hams + Y
PU012 ASI GRAFFIX UTILS graphics convertors etc+Y
PU013 ASI BOOT UTILITIES bootblock utilities + Y
PU015 BIORYTHMS, STARCHART 2 Good programs+ Y
PU021 C-LIGHT RAY TRACER Good program+ Y
PU022 CHEMESTHETICS molecule displayer + Y
PU036 CURSER BASIC COMPILER Just what you need!+ Y
PU037 D-COPY The best PD disk copier & more + Y
PU039 DBW The foreunner to Skulpt 3D !!! + Y
PU047 DOPE INTROMAKER Make your own intros
PU048 DYNAMITE FONTS II CutNPaste fontscreens Y
PU049 DYNAMITE FONTS More CutNPaste Fonts Y
PU055 ELECTROCAD DEMO circuit designer +
PU056 EXILE FONTS Excellent CnP fonts+
PU058 FONTS AND RAM MANAGER BIG video fonts+
PU059 FONTS & SURFACES Backdrops & fonts+ Y
PU062 GRAPHICS UTILITIES Various misc. programs+Y
PU063 HAMLAB Convert VGA PC >IFF/HAM + Y
PU064 HARDDRIVE UTILS MRBackup & FixDisk & more+Y
PU065 ICONMANIA Program icons & more !+ Y
PU066 ICONS Cramm packed with icons !+ Y
PU067 IMPLODER V4.0 Megacrunching Util+ Y
PU071 JR COMM 1.02 Modem users comms package Y
PU072 METALLION UTILS Font Editors & more utils+ Y
PU073/76 KING JAMES BIBLE Old&New testaments (4)+ Y
PU078 M-CAD Hires design package. Excellent + Y
PU080 MESSY-SID Read/Write PC Files, Brilliant!+ Y
PU083 MORSE PROGRAMS for the radio hams. Y
PU086/7 NORTH C 1.3 (2) Complete C compiler & libs+ Y
PU088 NORTH C 1.3 This is the packed 1 disk version!+Y
PU089 PASCAL COMPILER needs good CLI knowledge+ Y
PU091 PENDLE 200 MEGAUTILS An essential collection+ Y
PU095 PRINTER DRIVER GENERATOR & new drivers+ Y
PU096 PRINTER DRIVER UTILITIES Various utils etc. Y
PU097 PRINT STUDIO V1.25 Prints pics & text etc.+ Y
PU108 ROT A simple 3D drawing package.Very popular.+Y
PU109/10 (2 disk) Structured clipart for Ppage + Y
PU112/3 SOMETHING FOR NOTHIN Video Utils&Fonts+ Y
PU115 ST EMULATOR Run Atari ST software !! 2 Drives
PU117 SUPERKILLERS Virus Killers! You need this! +
PU121/2 TV GRAPHICS Dpaint backdrops&Fonts+(2) Y
PU124 ULTIMATE ICONS Iconmaster,Iconlab,+ Y
PU129/30 VIDEO APPLICATIONS Video utilities+ Y
PU136 ZX SPECTRUM EMULATOR Now with sound +
PU139 GRAPHICS CONVERTERS PC>AMiga gfx Converter
PU140 LITTLEBENCH File copier & utils Dos2 only
PU141/2 TAROT II Learn about your stars !+ Y
PU143 OPTIUTILS 1 Crammed full ! Get it+ Y
PU144 OPTIUTILS 2 Get this disk too ! + Y
PU145 OPTICOMMS 1 Ncomm 1.921 Lharca, Zoo Arc+ Y
PU149 ELECTRONIC PROTOTYPER Veroboard designer Y
PU150 FOOTBALL LEAGUE ED Update league positions Y
PU151 BROTHERHOOD UTILS 1 Dcopy,Scenery,Qed +Y
PU152/66 CLIPART SET: 15 Disks of the BEST clipart +Y
PU167 MULTI-PLOT Superb data plotting program ! +
PU169 GELIGNITE FONTS CutNPaste fonts+
PU170 P-SUITE Disk magazine maker+Y
PU171 OPTICOMMS 2 Ncomm 2 & more +Y
PU172 WORDPOWER Solve Anagrams/Crosswords+ Y
PU174 ASTRO 22 professional astrology now V2.42! +Y
PU175 GELIGNITE FONTS II Excellent IFF fonts+Y
PU176 GELIGNITE FONTS III More of above!!+
PU177/8 BENCHMASTER Windowsbench & Messysid!!
PU182 STOCK ANALYST Technical analysis program+Y
PU183 AMYGEN Excellent geneology program+Y
PU184 PROCALC V1.0 professional calculator!
PU185/8 COSMOPOLITAN FONTS (4) Packed with fonts+Y
PU189 TRONIK VIRUS KILLERS 21 virus killers & docsY
PU191 LANDBUILDER fractal land generator+Y
PU192 SID 2 Get this ! directory util !!! MEGA!+Y
PU197 MOBED 2 Dpaint for Sprites & bobs+Y
PU198 VIDEO WIPES Masks & fades Dpaint 3/4 +Y
PU201 MALICE FONTS Excellent tiny fonts for Dpaint+
PU202 CYCLOPS Weird Plasma/fractal creator ! +Y
PU203 SCOPE 184 utils & clips for Ppage Y
PU205 PC TASK Wicked PC Emulator Get it !!! +Y
PU207 MULTISID Combine SID2 & Multidos(PC>AMIGA)+Y
PU208 ASI HANDYTOOLS 3 mega compilation of utils Y
PU209 FRED FISH CATALOGUE contains FISH 1 - 680 +Y
PU210 PCQ PASCAL Latest version of Pascal compiler+Y
PU211 AMIGA PUNT A horse race predicting program!+Y
PU212 PERM CHECK PLUS a pools prediction prog Y
PU213 RACE RATER Another horse racing program!! +Y
PU214 DIR WORK A Sid type file copying program! +Y
PU215 CAPTIONATOR Superb shareware video titling!+Y
PU217 BROTHERHOOD UTILS 2 utilities for the plus!+ Y
PU219 WBHACKS+ collection of hacks for + owners+ Y
PU221-225 8 COLOR ICONS Hundreds of new icons +Y
PU226/7 C-EYES FONTS For use in Dpaint, WB, etc.(2)+Y
PU228 PROBABLY RIPPER Create disks easily with this!+Y
PU229 JPEG 24 bit graphics compression util disk! +Y
PU230 MORE PRINTER DRIVERS new printer drivers!+Y
PU231/5 PAGESTREAM FONTS 5 disks super fonts!+ (5)Y
PU236/7 SCOPE197/8 Adobe type fonts, 2 disks full! +Y
PU238/9 M.O.R.C. Mouse operated rune caster,oracle !+
PU240 FREECOPY V1.4 powerful disk copying program!+Y
PU241 CALORIE BASE Useful for people on a diet!+Y
PU242 TEXTPLUS PROFESSIONAL 4 needs hard drive!+Y
PU243 ASPICE Circuit analysis program!+Y
PU244 BON APPETIT This is a recipe database program!+Y
PU245/256 C MANUAL Latest version on 12 disks! (12) +Y
PU257/61 PAGESTREAM FONTS 2nd set of fonts!+Y
PU262 RICHARD SMEDLEY COMP II Mortgages etc!+Y
PU263 LYAPUNOV Fabulous & unusual fractals!!+Y
PU264/8 OUTLINE FONTS For Pro pagev3 ONLY!!+Y
PU269 CONSTELLATION Demo of shareware program!+Y
PU270 STARCAT2 Easy to use cataloge maker!+ Y
PU271 CLUMPY ICONS A disk crammed with icons+ Y
PU272 GOLF RECORDER Database for golf scores!+ Y
PU273 PC<>AMIGA Similar to Messysid, + docs!+ Y
PU274 TRONICAD V1.0 Electronic circuit design!+Y
PU275 FLIT Convert Autodesk anims to IFF+
PU276 BBBS A Bulletin board system! + Y
PU277 PROTEUS BBS Another comms program! + Y

ANIMATIONS

PA039 ERIC-S AMY VS WALKER Cute & sexy! 1.5M Y
PA040 ERIC-S BATMAN vs JOKER Very funny!!!+Y
PA042 ERIC-S COYOTE STRIKES BACK 1mg too! +
PA043 ERIC-S MORE AEROTOONS Very witty !!!+ Y
PA045 ERIC-S STEALTHY II Mig-29 vs Stealthy !+Y
PA046 FRANKLYN THE FLY Day in the life of a fly! +
PA048 GYMNAST ANIM Gymnast swings on bars! +Y
PA053/4 LIGHT CYCLES (2) Tron animation+
PA056 MAGICIAN II Good RT animation+Y
PA072 THE JUGGLER A classic amiga demo!+ Y
PA074 THE WALKER vs The Helicopter - Mega !+ Y
PA075 THE WALKER vs A2000 A classic ! + Y
PA085 JET ANIMATION Fractal Flight but better! +Y
PA086 FRACTAL ANIMATION full screen low flying anim+Y
PA090 TOO MUCH 3D Ship flys out of monitor!! + Y
PA091/3 GAS TURBINE, STEAM & PETROL ENGINE (3)+Y
PA094 AMY JOGS,WALKS & SNEEZES by E Schwartz! +Y
PA095 HOW TO RUN INTO A WALL by Eric Schwartz! +Y
PA097 SMALL STATION AT KHERNE New 1mg version+Y
PA099 ATF AGILITY new ES anim, very witty as usual+Y
PA100 VTOL CONTEST Check out this new ES anim ! +Y
PA101 DOLPHIN DREAMS Great Dolphin anim! + Y
PA103/4 KINGFISHER 2 Superb bird animations!+ Y
AGATRON
All ok on A1200!
AGA01 RED LOTUS Spinning down the road. Fantastic !+
AGA03 STAR TREK - Shuttle fly past - Great ! 1m +
AGA09 STAR WARS - Fighter fly by, impressive 1m +
AGA10 STAR TREK - Enterprise in dry dock. Incredible+
AGA20 Huey 2 A helicopter leaving a landing pad.+
AGA23 FLEET MANOEVRE Stunning animation! 1m +
AGA24 KULI PEN animation & Ping pong. Great! 1m +
AGA25 THE RUN , a suberb car chase 1mg +
AGA31 PORSCHE anim rising out of table 1 mg. +
AGA33 PROBE Bird of prey animation & Klingonhit! 1m+
AGA35 SPACE PROBE, great anim of probe zooming off!+
AGA36 BIRD OF PREY, loop the loop animation 1m +
AGA37 TOBIAS GOES KNACKERS - Check this out ! 1m +
AGA38 TOTALLY WICKED ! Shuttle & Enterprise (2 MEG)]
AGA39/53 AGATRON SPECIAL! Yes, a 15 disk anim!+Y
AGA54/62 AGATRON SPECIAL! a 9 disk anim, fans only+Y

POWERANIMS

PP001/2 ANTI LEMMINGS (2) This is Brilliant! 2M
PP003 AT THE MOVIES Cute anim of Amy squirrel 1.5M+Y
PP008/10 BUZZED (3) Great anim of wasp crashing! 2M
PP011/12 DATING GAME (2) Very witty!, Get it. 3.5M!
PP016 GULF WAR Another ES production! Good 2M! Y
PP021/24 LANDING (4) Tobias Richter poweranim 4M!
PP025/27 STATION AT KHARN (3) Incredible 2M demo Y
PP040/43 AT THE MOVIES II (4) Hilarious ! 1mg>3mg
PP044/45 AMY V WALKER II (2) Another witty ES demo 3M
PP046 SWEET REVENGE Coyote vs Roadrunner ! 1.5mg+Y
PP050 UNSPORTING Wicked aerotoon by Schwartz+ 2M Y
PP051/2 CHARLY CAT Super Shwartzlike cartoon! 2mg.Y
PP053/4 CHARLY CAT AT THE BEACH 2nd fab anim 2mg!Y
PP055/6 APC MISSION Superb walker & tank battle 3mg!
PP057/9 CHARLY CAT CATCHES A CANARY Fab! 3MG.
PP060/3 CHARLY CAT MOUSTERMIND Great! 3.5MG.
PP064 DUNCAN DUNG BEETLE Unusual 2mg animation! Y
PP065/6 CHARLY CAT SNOWJOKE Latest anim 2mg.+ Y
PP067/9 SPEED LIMIT 3mg motorcycle race! + Y (3)
PP070/1 LEMMINGS REVENGE Very amusing anim! 2mg Y
PP072/3 TALES OF A TIME TRAVELLER Super movie 3mg!

DEMOS

PD005 AMOS 3D DEMO Shows some great effects!+ Y
PD018 CHAOS ROCK Fab light show with fractals!+
PD068 PHENOMENA ENIGMA Absolutely brilliant!+ Y
PD094 SCOOPEX MENTAL HANGOVER A classic+
PD097 SILENTS GLOBAL TRASH Incredible!!+
PD130/34 ALCATRAZ ODDESSY Awesome!! Ok on 500+!
PD139 TRACKERS POWER & AGONY Unusual vectors! +
PD142 FINAL CONFESSION Music & Plasma effects!+ Y
PD159 ANARCHY IN THE KITCHEN Some good FX Fab!+
PD164 DESIRE MENACE Good Psycho rave demo + Y
PD165 DARK DEMON Mega new demo .... get it+ Y
PD170 PIECE OF MIND Good 3D vector effects. +
PD171/2 SILENTS EXPOSE(2) Incredible Get it !+ Y
PD175 REFLECT SOUND VISION Super effects & music!
PD176 CHAMELEON DEMO Very nice vector demo!+ Y
PD177/8 TRSI TIME ZONE New, some good effects!+Y
PD179/80 HALF BRAINS SUNSTORM Very good demo!+

MUSIC DISKS

PM001 100 GREATEST 64 TUNES 100 fab 64 tunes!+
PM010 AMEGA PARTY WINNERS Four WICKED songs+ Y
PM012 AMIGADEUS CLASSICAL Eine Kleiner etc. + Y
PM016 BEATLES SONIX Nice music + Y
PM022/23 CLASSICAL MUSIC Bach, Handel etc +Y
PM027 D-MOB MUSIC 3 House music remix, good! +
PM030/34 DIGITAL CONCERTs 2-6 Excellent house/dance
PM035 DIGITAL DEBUSSY Fab Rob Baxter conversions!+Y
PM036 DIGITAL DEBUSSYII classic Debussy music!+ Y
PM058 MAG FIELDS CHIP FESTIVAL Full of chip music!+Y
PM059 MANIACS OF NOISE This is brilliant!+
PM082a/82b VIVALDI - FOUR SEASONS (2) V.Good !+ Y
PM090/91MOZART HORN CONCERTO 4 by H.Gammon+ Y
PM092 PIANO TUNES Nine piano songs- good + Y
PM096 STAIRWAY TO HEAVEN Rendition of the song+ Y
PM105/6 KEFRENS MEGAMIX Fabulous dance music+
PM114 UPROAR SPLIT BEAVER MIX rave megamix + Y
PM115a/b CHROME Brilliant music disks ! Y
PM121 NIGHTBREED MUSIC DEMO8 Rave music demo+ Y
PM122/4 PLAYSID 2 (3) You must get this !!!!! +Y
PM125 PLAYSID inc.RobHubbard, ManiacsOfNoise + Y
PM137 KEFRENS MEGAMIX II Very good !! dance music!+
PM141 HARDLINE MUSIC 7 groovy synth-style tracks+Y
PM150 DESKTOP HARPSICHORD RECITAL Classics! + Y
PM152 PARADISE: NO BRAIN NO PAIN Good for ravers!! +
PM153 BIZE: KILL DA BABE 6 tracks of rave music!! +
PM154 PULSE Yes, pulsating rave music again!! + Y
PM155 VINE G-RAVE 5 more good rave tracks!!! +Y
PM157/8 HEATBEAT UPDATE 9 great songs here!+ Y
PM159 DECIBEL OVERLOAD 5 different tunes!+ Y
PM160 FUSION MATRIX 5 rave type tracks!+ Y
PM161 CYBERNETIX 19 songs packed on 1 disk!+
PM162 MORE MED TUNES Fab tunes by Alex Starrex!+Y
PM163 OCTASTUFF Some good 8 track tunes! + Y
PM164 OCTAROCK 3D More 8 track & 3d graphics!+Y
PM165/6 NUTCRACKER SUITE Super rendition!+ Y

SLIDESHOWS

PS002 ADVANCE HAM Really stunning !+ Y
PS008 AIRCRAFT SLIDE Pics of fighter aircraft!+Y
PS009 ASTRONOMY SLIDE very impressive !+Y
PS013 BORN TO BE FREE wild animals +Y
PS033 GERMAN RAY TRACE Superb See these !+
PS045 KELLY S/S Some quality HAM pictures.+Y
PS056 NEWTEK DYNAMIC HAM 640x512 4096 color pics+
PS062 NW DYNAMIC HAM Nik Williams Superb quality.+
PS067 RICK PARK'S ART Dpaint hires pics! + Y
PS072 SUPER HAM CARS This is a must-Mega!+ Y
PS086 SONIC 5 Superb D-HAM 4096 colour pics+
PS090 FRACTALGEN Incredible fractals etc + Y
PS093 VANISH 3D Awesome 3d ray traced +Y
PS094 INVISIBLE WORLD II Yuk Bedbugs And more!+Y
PS101 ANALOGUE SLIDE Ray traced space pics + Y
PS102 ACCESS DESIGN Ray traced space pics +
PS103 DYNAMIC HIRES 2, 4 fantastic quality pictures!+
PS104 VGA PICS Some exellent quality pictures here!+Y
PS105 SCAN PICS Exellent quality pictures!+Y
PS106 BAHRAIN SLIDES Pics from the middle east!+
PS107 ALCATRAZ MUSEUM 18 super quality drawings!+
PS108 SANITY COMP WINNERS 10 Superb drawings!+ Y

MUSIC UTILS

PT001 ALGORYTHMS Create weird midi tunes
PT002 ART OF MED Excellent !+ Y
PT005 CASIO CZ EDITOR 250 patches ! +
PT006 DELUXE MUSIC DATA Midi music+ Y
PT009 K1 IFF SAMPLES Fabulous samples +
PT011 KAWAI K1 editor for patch changes!
PT012 KAWAI K4 editor as above!
PT013 MED 3.2 Excellent music seq. + Y
PT014 MED MUSIC DISK As it says !+ Y
PT015 MIDI DISK Various midi stuff +
PT020 ST-01 - ST-10 Samples--Ring for details
PT021 SOUNDTRACKER 2.6 Excellent, ok plus!+Y
PT022 SOUNDTRACKER COMPILATION Several versions!
PT025/6/7/8 ST-90-93 SAMPLES Studio quality+ Y
PT029 YAMAHA DX7 VOICE FILER for DX7 synths!
PT030 YAMAHA DX7 VOICE SORTER for the above !
PT031/2/3 ST-87 - 89 3 disks full !+Y
PT034/5 ST-97 & 98 More samples !+Y
PT037 PROTRACKER 2.2 THE LATEST VERSION!!
PT038 YAMAHA DX100,TX81Z, DX27,DX11 & FB01 editors
PT040 OCTAMED V1 8 channel MED sequencer!+
PT041 NOISEPLAYER 4.0 Multitasking module player+
PT042 START IFF SAMPLES Superb ! Get this disk!+Y
PT043/5 HOUSE SAMPLES 3 disks full of house samples!
PT046 AUDIO MAGIC3 Super trackers disk, ok on 1200+Y

AMOS PD

APD036 AMOS UPATER Latest updater !!! v1.34 + Y
APD115 BALLOONACY Bomb the buildings !+ Y
APD237 SHAPES Excellent kids game !+Y
APD257 CASSETTE LABELLER + MIXED SOURCE+Y
APD271 WIZARDS DOMAIN graphical adventure+Y
APD292 WAR OF THE FOUR graphic adventure game+Y
APD329 FRUIT MACHINE Good for the gamblers !+Y
APD347 NOTEBOOK & SHOPPING LIST Easy to use !+ Y
APD363 FAMILY HISTORY DATABASE Latest version!+Y
APD373 COMPILER 1.34 UPDATE Amos compiler !+

NEW!

PU278 GELIGNITE FONTS IV Yes more Iff fonts!
PU279 V MORPH Yes finally a PD morphing prog!!+ Y
PU280 POOLS WIZARD Pools prediction,save disabled+Y
PU281 PEGASUS WORKBENCH HACKS silly hacks+Y
PU282 ASI MULTIVISION 2 Imagelab,Wasp & more,super+Y
PG220 MICROMARKET V1.1 Good stock& shares game! +Y
PG221 OXYD Roll marble to different stations! + Y
PG222 3SHOOT UPS Megarace,Spaceattack 1 & 2! +Y
PG223 PUMPING DUDE Pump fuel on a space station+Y
PG224 THE LOST OCCREST Collect the keys game!+Y
PG225 CRAVE A 2 Player tank battle game! +Y
PG226 3D GAMES 3 games done in 3d construction+Y
PG227 IMP WALKER 3d walker shoot em up & more +Y
PG228 ASI 42 Galaga, Intuder alert Dogs in space!+
PG229 ASI 43 Interlock Roulette Octothello etc!+
PG230 ASI 44 Nibbler,Mouse Impossible,Roll on etc+
PG231 ASI 45 Dtris,Paccheese,B-Castle Teserae etc+
PE028 MATHS ADVENTURE Solve questions to progress+Y
PE029 LEXCESS Simple but fun hangman style game+
PE030/2 DESKTOP GUIDE TO ELECTRONIC MUSIC! +Y
PD181 CINEMORPH Fab morphing of 4 faces! 1mbchip!+Y
PD182 SPACEBALL Absolutely brill,needs 1meg chip!+Y
PD183 DIGITAL LETHAL EXIT Good vectors demo! +Y
PD184 ANDROMEDA MINDRIOT Very good vector demo! Y
PA106/7 THE JOURNEY Fab fractal pics & anims(2)+Y
PA108 DESERT DOO Guy finds ice cream van in desert+Y
PA109 SATURN ORBIT Ray traced flight around Saturn+Y
PA110/13 THE SORCEROR Sorceror turns into dragon(4) +
PA114/17 SORCEROR 2 More dragons but 2mg (4) +
PA118 3 SCHWARTZ Skydive,Soft landing & bomber! +Y
PA119 STEAM ANIMATION V2.0 Now with sound! +Y
PA120 TWO STROKE PETROL ENGINE Super anim+Y
PS111 IMAGINE SLIDE Some great hand drawn art!+Y

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All disks on the advert should work on the Amiga 1.2/1.3 dos systems unless otherwise stated! All disks with a "+" sign should work on the Amiga 500+ & 600 machines! However there are so many different setups now in use it is becoming impossible to test for every possible variation, so please use some caution especially with A1500/2000 with various dos systems, CDTV and of course the new Amiga 1200 & 4000 systems. Disks marked with a "Y" should be okay on the A1200 / 4000 though obviously not yet extensively tested. Please take care!

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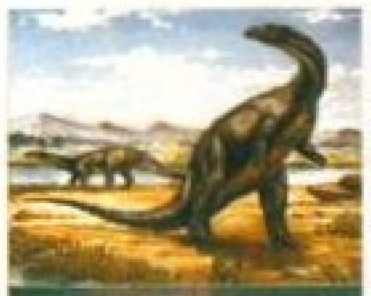
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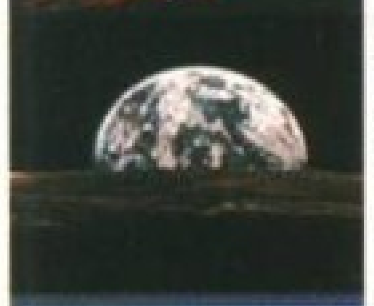
Most CLR titles ok on A1200!



CLE01 TOTAL CONCEPTS DINOSAURS Have your children ever wanted to know about the ancient world of the dinosaur ? If so, then this is for you - an interactive encyclopedia covering jurassic, triassic & createaceous periods complete with pictures and information. This program is plus compatible and comes on 2 Disks. £4.50 +



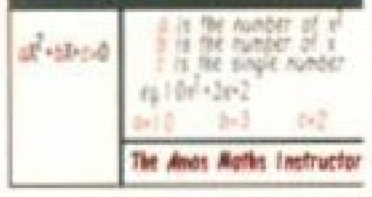
CLE02 TOTAL CONCEPTS GEOLOGY Thit title is the second in the series of quality programs by Chris hill, using the GoldDisk Hyperbook system, it will guide you and your children on an interactive guided tour through the incredible world of volcanos, rocks and minerals. the program is very simple to use !
Geology is on 2 Disks £4.50 +



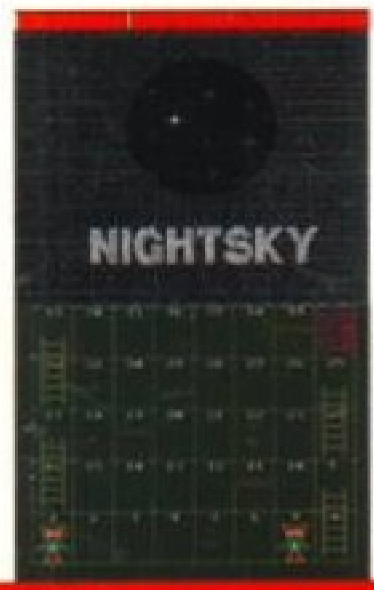
CLE03 TOTAL CONCEPTS SOLAR SYSTEM Now our most popular title ! This one invites you to learn all about the solar system, with information on all of the planets & systems with pictures supplied by Nasa, this is a superb educational package for children & adults. This title is so big it is supplied on Three disks and is priced at only £4.99. +



CLE05 A-CHORD So you want become the next Eric Clapton then this is just what you need ! This program will teach you nearly every single guitar chord including fingering techiniques, it will even *play* the chords using the amigas built in sound chip. A must for every single guitar player beginner and experts alike. Price £3.50 +

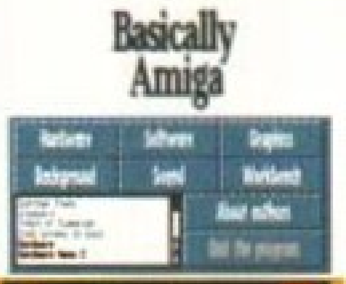


CLE06 THE AMOS MATHS INSTRUCTOR, A superb maths tutorial covering all sorts of mathematical subjects including trig, Quadratic, Simultanious, Inequalities, Volumes, Area, Vat & Interest and more. an excellent aid for GCSE students. Price £3.50 +



CLE08 NIGHT SKY A superb introduction to the constellations, this program featurues over 1500 stars, and the sun moon stars & planets can be displayed as seen from any part of the Earth! Large scrolling screen, mouse or keyboard controlled, click on any displayed object for information. This superb title Comes on 2 disks & is priced at 4.50!+

CLE09 WORDS & LADDERS An exellent spelling program for 1 or 2 players, each player has a few seconds to spell a word correctly, the player who reaches the top of the ladder is the winner. The program has 10,000 words so some words can be quite long, however you can select the level! Will also provide printed output to a connected printer, 3.50!+



CLE10 BASICALLY AMIGA This is a 3 disk set for the new user! An extensive guide through the use of Amigados. Covering Hardware, Software, Graphics, Sound, the Workbench, Viruses and much much more,you will soon wonder how you did without this useful utiliy pack! For young and old users alike.
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CLE11 LET'S LEARN V1.1 For children of about 5 to 7 years of age, each part progresses through five levels of difficulty, when a level is satisfactorily completed then a picture of a farmyard is displayed & a new animal introduced! Try Sums, Tunes, Codes, (numbers) , Opposites & Squares! The program also has a print option! 1 disk 3.50. +



CLE13 ALPHABET TEACH A nice educational program for the young., a very simple to understand spelling program which shows the child a picture & asks for the completion of the appropriate word. The program also has built in speech and will run a series of pictures at the same time speaking the name of the object displayed. Comes on1 disk and is priced 3.50+



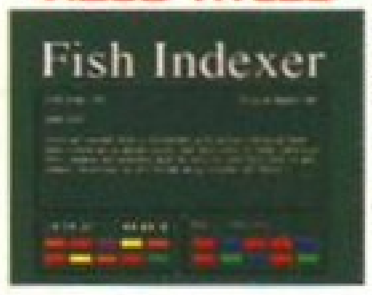
CLE13 HOME BREW This is a superb program for the creation of home made wines. If covers all the details of fermentation, bottling & storing of the wine. A selection of recipes for many different wines can be found on the disk & there is an option for printing the recipies out to a connected printer! This program comes on 1 disk and is priced at 3.50. +



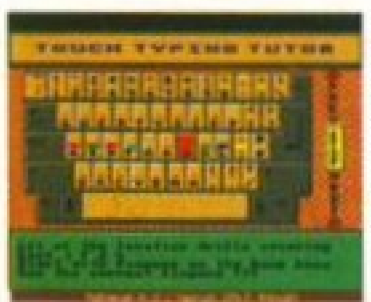
CLE14 TOTAL CONCEPTS ECOLOGY Total Concepts Ecology will give you and your children an enthralling overview of the most important "ology" in our lives. This alternative way of learning about Ecology enables you to flip through pages of text, click onto words to get more information and contains superb graphics. Supplied on 3 disks priced 4.99 +



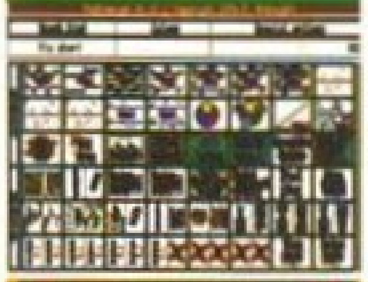
CLU01 VIDEO TITLER is a program that will allow you to create smooth scrolling video titles with the greatest of ease, programmed by Darren Mccaul, whose Starbase is due out soon, the program lets you use any amiga bitmap font, of which several are supplied, and scroll in any colour vertically up the screen. Essential for all video enthusiasts. £3.50 +



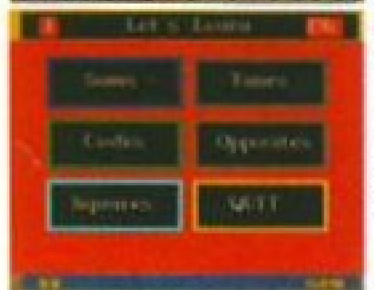
CLU02 FISH INDEXER If you have ever wanted a program, but have never been able to find it ANYWHERE chances are it's probably in the fish library, but rather than having to rake through thousands of lines of text, why not use the Fish indexer, a superb database of the entire Fred Fish library, with full search, print and more.Price £3.50+



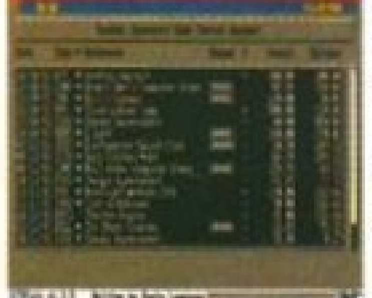
CLU03 TYPING TUTOR A program here now for all you budding office clerks, learning to type can be a real pain, lessons cost a fortune, but not when you have an amiga ! This program will take you step by step through a full typing course, showing where to place your fingers and lots more. Before long you'll be able to type as fast as I can ! Price £3.50 +



CLU04 ALPHA GRAPH This is an extemely useful program for the production of pie charts, bar charts, Block scatter etc, very useful in conjunction with spreadsheets & other business programs, this program comes on one disk and is priced at 3.50!+



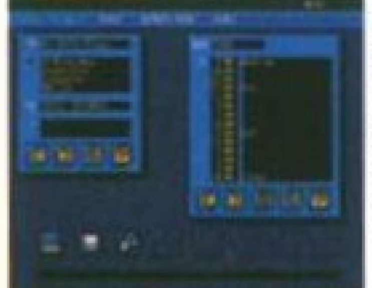
CLU06 SUPER SOUND III This is a superb program which can manipulate samples in almost any way you please, special effects such as reverb, tremelo, phasing, phlanging, echo are just a few of the things which are easily accomplished,the equal of expensive commercial software! Price 3.50!+



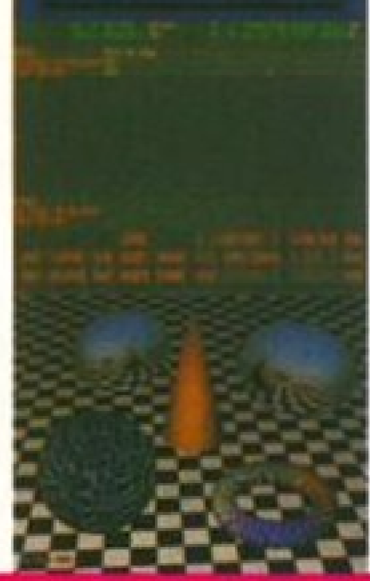
CLU10 POWER ACCOUNTS This is an accounting package for keeping check on your bank account, and is capable of generating account statements and income & expenditure reports. The program will also allow you to "password protect" your data files! An invaluable program for all of your finances, comes on 1 disk , price 3.50. +



CLU11 CALC V1.3 A nice spreadsheet program which works on any Amiga! A spreadsheet is an electronic version of the traditional method of performing complex calculations using rows & columns of figures. In the same way a wordprocessor allows rearranging & editing before printing, so a spreadsheet allows figures & calculations to be constantly changed! 3.50. +



CLU12 VIRTUAL WINDOWS V1.0 Collectively a suite of very useful programs, all on one disk! Features Notepad, Address book, Desk diary, Software VHS inventory & an Amigados survival guide.
All can be accessed from a menu system with the mouse & are very easy to use.
Price 3.50. +



CLU13 DATOS A powerful easy to use database with many features: audible tone, keyboard/mouse control, template feature, cut & paste with mouse, help features, rearrange add fields even after creation, warning messages, can print down or across the page to save paper, many more features too numerous to list. Price 3.50 +

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CLG04 X-SYSTEM Multilevel shoot up, blast end of level monsters! 1 disk 3.50 +
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ART07 KIDS 2 disks containing kids clipart!+
ART08 BUSINESS Disk full of office clipart!+
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ART10 STUDENTS Lots of student type pics!+
ART11 SALETIME Many useful logos etc!+
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ART13 PUNCH 3 disks of cartoon pics! +
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ART24 WACKY Funny comic type clipart!+
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ART26 BANNERS 2 disks full of banners!+



ART27 ART NOUVEAU FLOWERS Floral art!+
ART28 BUTTERFLIES Nice pictures!+
ART29 FOOD 2 disks on a food/kitchen theme!+
ART30 COLOURING BOOK Colour in Dpaint!+
ART31 BORDERS 2 disks must load into DTP!+
ART32 MAC CLIP 2 disks high quality macart!+
ART33 HORNBACK Nice scenic clipart!+
ART34 TEDDY BEARS 2 disks of Teddy bears!+
ART35 VANITY FARE 2 disks fashion clipart!+
ART36 HALLOWEEN CLIPART Wierd clipart!+
ART37 SHOWTIME Dancing, singing etc!+
ART38 VEGGIES Vegetarian clipart!+
ART39 FLORAL 14 very detailed pictures!+
ART40 MYTHS Mythical images + zodiac!+
ART41 DOG WOODCUTS Super 300dpi pics!+
ART42 CAT WOODCUTS Great wildcat pics!+
ART43 AFRICAN WOODCUTS African animals!+
ART44 AMERICAN WOODCUTS More animals!+
ART45 ARTIC WOODCUTS Northern animals!+
ART46 FARM WOODCUTS Farm animals!+
ART47 MIXED ANIMAL WOODCUTS Nice pics!+
ART48 BIRDS WOODCUTS 18th century bird pics!+
ART49 MORE ANIMALS More superb pictures!+
ART50 ANIMAL LINEART Varied selection of pics!+
ART51 BOTANICAL ART Very detailed plant pics!+
ART52 FAMILY SCENES 2 disks of domestic life!+
ART53 GOLF HUMOUR 2 amusing cartoon disks!+
ART54 SPACE & TRANSPORT On a space theme!+
ART55 SOFTSCENE2 29 rural scenery pictures!+
ART56 SPORTS3 More pics on a sports theme!+
ART57 NAVY Lots of naval type pictures!+
ART58 TRAVEL 2 disks on a travel theme!+
ART59 ALPHABET Borders & alphabet clips!+
ART60 ACCENTS & FLASHES Burst stars & more!+

PROGRAMMERS : Have you written a good program, ie a utility, educational program or a game? Why not send it in for evaluation? If its really good, then you too could be earning money!!!

NBS
U/F14 1 CHAIN LANE NEWPORT
I.W. PO30 5QA
TEL: 0983 529 594
FAX: 0983 821 599

VALLY PD
U/F14 PO BOX 15, PETERLEE
CO. DURHAM SR8 1NZ
TEL: 091 587 1195
FAX: 091 587 1195

BLITTERCHIPS
UF14 CLIFFE HOUSE, PRIMROSE
STREET, KEIGHLEY, BD21 4NB.
TEL: 0535 667 469
FAX: 0535 667 469

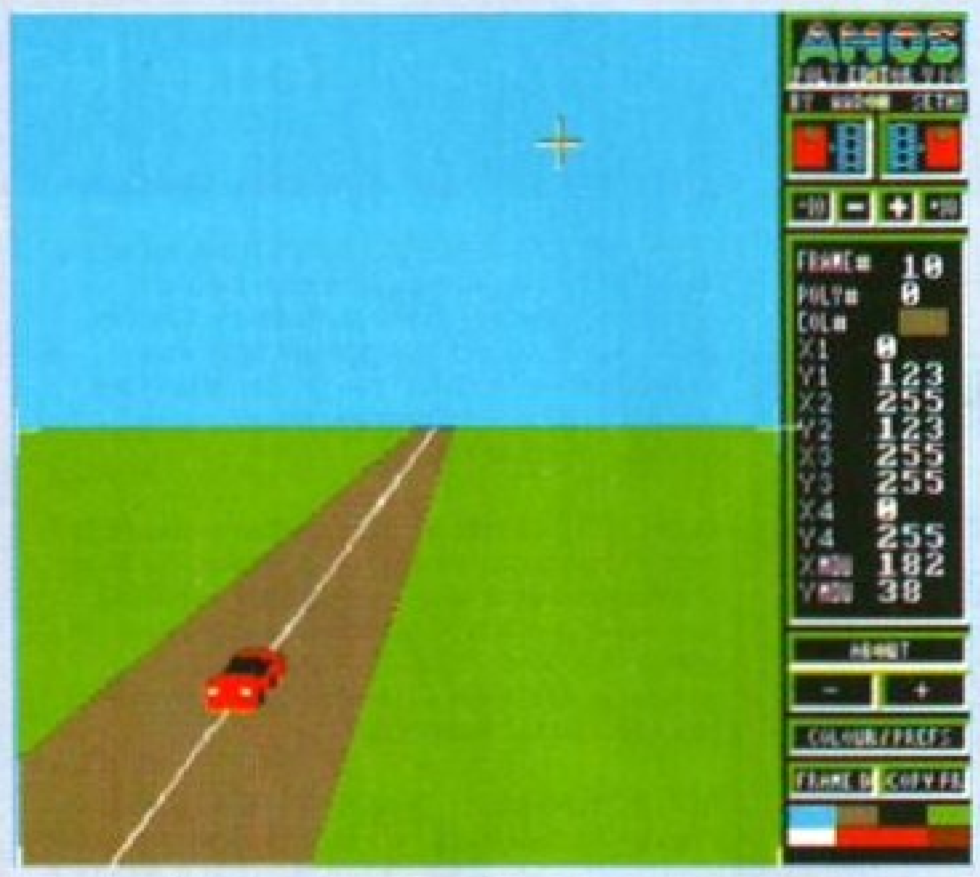
POLYED
NBS

TOOL

Aaron Sethi has come up with an interesting program. It's for doing long animations, but instead of painstakingly plotting every pixel you draw a series of quadrilaterals on different frames. This means that you can't get much detail on your animation, but you can build up a rough idea of a movie very quickly.

Up to 40 shapes can be put on each page. This translates to a couple of minutes of animation on a 1Mb machine, which is miles by *Deluxe Paint* standards. To be honest, there are millions of features that could be added or improved upon, but for a good concept and a reasonable first attempt it gets my thumbs up.

The disk includes the AMOS source code as well as the compiled version. Give the dude some feedback and the shareware fee (£5) and I'm sure he'll do a much better version. Oh, *PolyEd* is a pretty silly name if it can only draw quadrilaterals.



Mammoth animations, but it's a shame it can't save frames in IFF format for later editing with *DPaint*.

very simple, but innovative, playable and incredibly addictive indeed.

You control a set of lines, called the Stix. The Stix shines towards the mouse pointer. You direct the Stix to wipe out various nasties, in order to gain energy. If you run out of energy, then you lose a life. Lose all your lives and it's game over. Sounds really simple, but controlling the Stix is like no other game I've ever seen. I remember games like this from early Amiga demos, but I haven't seen one like it for a while.

Entity is a brilliant concept and if you value good, old-fashioned gameplay more than pretty graphics then get it from the guy, enclosing your £5 registration fee. And if anybody rips off his idea, commercial or PD, we'll all know about it – so forget it. Get an official licence from the author before releasing your own versions. You get the *AMOS* source code and it works on all Amigas.

WRITER'S DIRECTORY
IMMEDIATE ARTS

BOOK



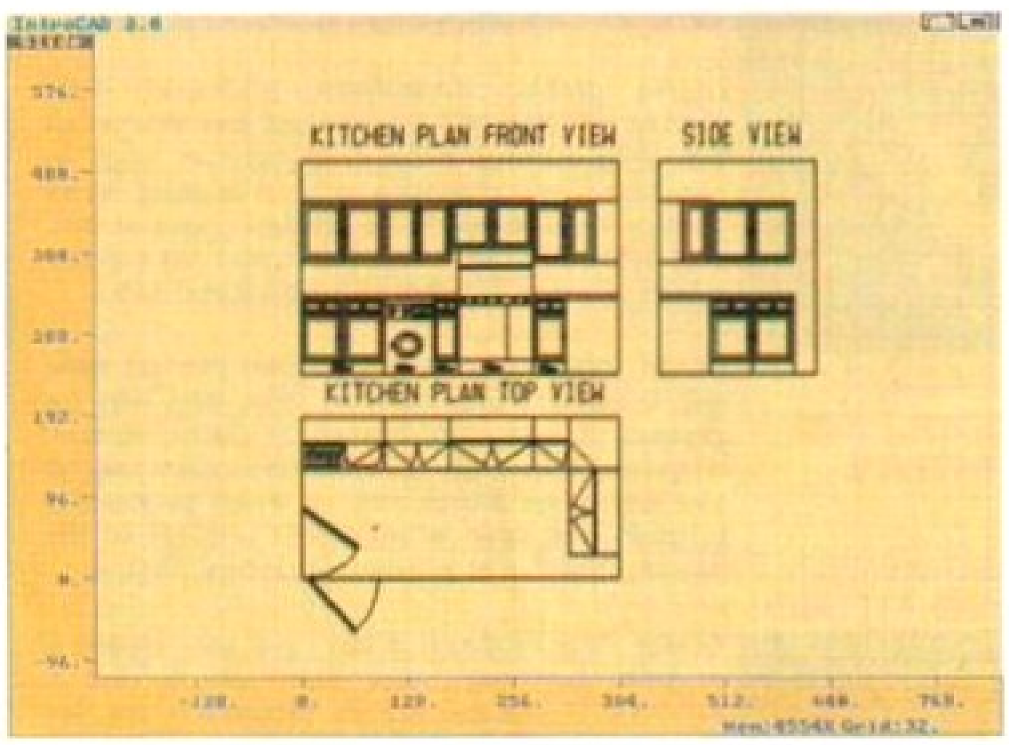
The actual information that this presents is in the form of crunched ASCII files – simple but a bit boring.

Are you a frustrated writer? Do you want to see your name in print? Want to submit poems, short stories or comic strips but don't know who wants them? Get this!

WD is a Hyperbook presentation. It lists over 300 names and addresses of magazines that accept contributions from unheard of writers. Put together by James Morrison (no, not *the* James Morrison) during his spare time. OK, so it's not quite the *Writers and Artists Yearbook*, but it is more up to date (within reason) and I hope he can keep it current and maybe expand it. Costs £3.50 and and it's Licenseware.

KITCHEN UNITS
NBS

CLIP



This is a complete view of all the kitchen units on view at the same time. Normally you'd only see one or two.

Paul Whitworth has been a very busy bloke. He's been fitting out his new kitchen, and to give him a helping hand so that it all fitted properly, he used *IntroCAD* from ***AF***38 Coverdisk. To help other people in a similar situation (DIY enthusiasts with *IntroCAD*) he's released his designs as a set of drawings.

All you have to do to use them is drag the parts and drawings icons to a copy of your *IntroCAD* disk – you can just load them from the supplied disk but it can be a bit of a pain. Mind you, the files on this disk are bigger than the free space that's available on the *IntroCAD* Coverdisk. Which means if you do try to copy them straight to your disk, it will overflow. (Oh yes, anyone who still can't get *IntroCAD* to print should load Workbench first, then click on the *IntroCAD* icon). Turn off any external drives if the program still won't print.

Rather than just loading a complete drawing, you can load the component parts – plan, side and top views are all included. Together with some in-depth readme files, it's a disk many people will find useful.

You don't believe me? Believe it or not, designing kitchen units is probably the number one task for small CAD programs like *IntroCAD*. OK, so there aren't as many companies doing this as say, in the late Eighties. After this disk gets around there'll be even less. You can pay a fortune for someone to come round with a portable PC and show off his designs. Now you don't have to rely on the middlemen – you can take Paul's designs and alter them to taste!

ENGINEERS KIT
VIRUS FREE PD

UTIL



Lots of different tests for helping to cure sick Amigas – not amazing but damn useful in certain situations.

You can spend over £50 on diagnostic software – that is, a set of programs that you can run on sick Amigas to work out what (if anything) is wrong with them. I've seen better and worse commercial programs, but for a bargain price this will test out most of the common failure areas on an Amiga.

It's very simple to use. All you do is load the disk, hit one of the function keys and the diagnostic program starts working. Some of them require you to hold down Shift too, but that's not a chore. Pressing the Help key gets you back to the menu. The size of the menu means that it's PAL only. Although, if you are willing to have a dig with the Shell, the programs should work on NTSC machines.

TOP 10 PROGRAMS OF THE MONTH

Every month we print a chart of the top 10 games and programs from a popular PD library. This month it's the turn of...

BLITTERCHIPS

1.	Amiga Beginner	PE 27
2.	FreeCopy	PU 240
3.	Superkillers	PU 117
4.	TextPlus V3.0	CLU 03
5.	All Rounder Cricket	PG 200
6.	Soccer Cards	PG 205
7.	Start IFF Samples	PT 42
8.	Dungeon of Nadroj	PG 139
9.	Dolphin Dreams	PA 101
10.	VMorph V1.0B	PU 279

WHERE TO GET THE DISKS IN THIS ISSUE

17 BIT SOFTWARE: 1st Floor Offices, 2/8 Market St, Wakefield, West Yorkshire, WF1 1DH. 0924 366982

BLITTERCHIPS (CLR): Cliffe House, Primrose St Keighley, BD12 4NB. 0535 667469

CHRIS SWIFT: CMS Software, 82 Peel House, Crosley Wood Rd, Bingley, BD16 4QQ

DEJA VU: 0942 495261

IMMEDIATE ARTS: 26 Lyndhurst Gardens, Glasgow, G20 6SY. 041-946 5798

NBS (CLR): 1 Chain Lane, Newport, Isle of Wight, PO30 5QA. 0983 821983

VIRUS FREE PD: 31 Faringdon Rd, Swindon, Wilts, SN1 5AR. 0793 512321

CUT, TICK & POST.....CUT, TICK & POST

Telephone or Fax Hotline (0702) 466933

PD Soft (AF45) 1 Bryant Ave, Southend-on-Sea, ESSEX, SS1 2YD

EDUCATION

❑x **V13 PLAY & READ CHALLENGE (2)** Education progs for the under 7's
❑x **V546 KIDS PAINT** A painting program designed for children. Includes various colours & speech.
❑x **V584 FASTFACTS,** Everything you ever needed to know about the solar system. **WORLDMAP** Produces diffenent sorts of Maps. **PLANETS** Instant locations
❑x **V776 AMOS LESSON 1** The best Amos Tutorial program. (APD151)
❑x **V792 KIDS GAMES** Includes Geography, Math, Scence and Word Games. Also contains Wheel of fortune.
❑x **V793 AMIGA BEGINNER** You asked for it! A tutorial for the beginner on using your Amiga! Covers CLI & WB.
❑x **V824 ELEMENT v3.0** Nice interactive display of the Periodic Table of Elements.
❑x **V825 WORLD DATA BANK v2.2** Using a database of coordinates of the C.I.A's it plot's world map's in cylindrical or spherical projects, various degrees of magnification.
❑x **V843 DESERT STORM** You can select Map's, and all information surrounding the Desert Storm Attack.
❑x **V849 LANGUAGE TUTOR v1.0** Spanish, French, German & Italian.
❑x **V881 SECOND WORLD WAR** Excellent Information production.
❑x **V908 DELUXE PAINT TUTOR** Do you had DPaint, Then learn to use it.
❑x **V927 CLI TUTOR** Helpfull program to understand how to use CLI/Shell.
❑x **V933 GCSE MATHS** Maths prog to help with the GESE maths course.
❑x **V940 MATHSADV** Simple math problems to solve. **REFLEXTEST** Tests addition, subtraction & multiplication.
❑x **V941 AMIGA FIRST START** Help on any subject you want + Easy Start.
❑x **V944 AMIGAWORLD** A data base that contains information about every country on Earth. Compare countries
❑x **LP29 BIG TOP FUN** 4 progs to help children with words & pictures. **£4.99**
❑x **LP37 ROCKET MATHS** Times Tables, Takeaway, Add up & Divide. **£4.99**
❑x **LP45 MUSIC BOX** Written for ages 7+. Explains notes etc. Also contains some very well known tunes **£4.99**
❑x **LP51 MAGIC YOUNG ARTIST** A nice colouring book program for younger Amiga Users. Apx 30 Pictures.
❑x **LP59 PREHISTORIC FUN** Who likes Dinosaurs? Everyone, Four great games based round Dinosaurs **£4.99**
❑x **LP113 UNDERSTANDING 2** Learn how to program Amos. **£4.99**
❑x **LP119 YIPPEE** Perfect platform game for children which features a Rhinoceros, a cheeky monkey & a crocodile. **£4.99**
❑x **LP122 TELL THE TIME** Many children have difficulty learning how to tell the time. Help is at hand **£4.99**

VIDEO PRODUCTION

❑x **V48 TV & VIDEO** Contians background screens for your video productions. Many types of graphic styles. **Peel,** Takes an IFF Pic & peels it down the screen. **(8)**
❑x **V86 VIDEO PRODUCTION 1-2 (2)** Packed with video & Genlock utilities.
❑x **V415 VIDEO SCREENS : 1** Back ground pictures for video production
❑x **V517 VIDEO DB** Program for keeping track on your video tape collections.
❑x **V518 IMAGE LAB** This program is like a mini Art DEPT. **Tools On Tap** Does fades, colourbars & gray bar.
❑x **V519 VIDEO: STILLSTORE** Used to create over the shoulder graphics
❑x **V687 VIDEO WIPES** A collection of IFF Brushs & background graphic effects.
❑x **V693 HARLEQUIN VIDEO ART & FONT DISKS** A video production with excellent backgrounds & Fonts **(3)**
❑x **V818 INSCRIPT v1.1** Produce video titles. Includes fully editable text entry, IFF Pics as back grounds all resolutions.
❑x **V829 VIDEO PRODUCTION 3-4** This is the latest collection of the New video related utilities. Excellent **(2)**
❑x **V868 GENETATED ART** Excellent collection of back ground pictures.
❑x **V874 VIDEO TITLER PRODUCTION** Utilities for generating video Titles.
❑x **L27 VIDEO TEXTURES** Like Black marble, BrickWork, Roughice, Marble, Tiles, Water ripples & Wood. **£3.50**
❑x **FFP10 FLETCHER FONTS** A three disk pack of 50 - 100 point 16 colour Video Fonts. Includes templates **£9 ***

VARIOUS UTILITIES

❑x **V16 THE AQUARIUM** Turns your screen into an eyecatching Fish tank.
❑x **V109 PRINT STUDIO** Excellent for printing graphic pictures or just text.
❑ **V191 MASTER VIRUS KILLER** Virus Checker & Killer. With Excellent options.
❑ **V215 DISKMASTER v3.2** Copies files from one disk to another.
❑x **V262 DUPLICATION & BACKUP** Super Duper, Turbo copy, Sanity copy & PCopy. Four new disk copiers.
❑x **V277 FORTRAN-77 v1.3c** Compiler, linker & run time support libs.
❑x **V279 CROSSWORD CREATOR** Creates crosswords. UPDATED VERSION.
❑x **V284 MCAD PROGRAM** The Object Drawing Program. Ie C.A.D.
❑x **V298 NORTHC v1.3** The Complete C language with all files needed **(2)**
❑x **V301 EYE OF THE BEHOLDER** The hint Book with Maps, Strategy & Solution.
❑x **V323 ANALTICALC SPREAD SHEET** The best spread sheet. **(2)**
❑x **V332 AMIGA PUNT PROGRAM** Predict which horse will win the race
❑x **V339 SPECTRUM EMULATOR** Data Disk 1: The Adventure Classics
❑x **V350 BUSINESS CARD MAKER** Design your own Business cards.
❑x **V366 600 BUSINESS LETTERS** Over 600 Standard Business letters
❑x **V390 DESK TOP PUBLISHING** Extra features, Text & Graphics Editors
❑x **V392 AMICASH BANKIN** The best bankin program that I have ever used
❑x **V394 CHEMESTETICS v2.14** Program that draws molecules using the calotte model. Updated this Month
❑x **V401 WINDOWBENCH v1.0 (2)** An excellent Workbench 2 replacement / Upgrade for all WB v1.3 users.
❑x **V413 WORKSTATION** Not just another WB clone. It's a collection of utilities with the Workbench theme. **(2)**
❑ **V420 CURSOR BASIC COMPILER** Compile any Amiga Basic program
❑x **V424 ANTI-FLICKER** Said to stop the flicker in High Res mode during some Amiga program oberations.
❑x **V431 IMPLODER v4.0** Reduces file size for storage on hard drives.
❑x **V433 ANIMATION STUDIO** Make your own little animations.
❑x **V444 PRINTER DRIVER DISK III** Now contains instructions on how to install them. includes over 90
❑x **V479 CHESS & CHESS UTILITIES** A collection of chess related Puzzles.
❑ **V484 ADVENTURE SOLUTIONS (2)** Solutions for various games.
❑x **V489 AMIBASE PROFESSIONAL v2.0** Latest version of the excellent Database progam. NEW FEATURES
❑x **V490 MESSY SID v2.0** Will read MS-Dos disks. Transfer any text files to & from the PC. So you can do work on an IBM or an Amiga & swap text.
❑x **V521 PLOTTING & GRAPHICS PLOTXY,** A powerful full featured plotting prog. **PLANS** A computer aided drafting prog. Requires ARP
❑x **V522 ARP V1.3 : Conman v1.3c** Makes many improvements to Dos. Includes full developers guide.
❑x **V523 DICE C COMPILER (2)** Matthew Dillons full featured powerful C compiler & environment system.
❑x **V536 CATALOGUE UTILITIES** A collection of utilities used to Catalog disk/ Video & Tape collections **(2)**
❑ **V567 PRINTER DRIVER GENERATOR** A selection of utilities with various excellent Printer Driver Generators.
❑x **V569 DUNGEON MASTER MAPPER v1.1** You can design maps, for dungeons & Towns for use within any Advanced Dungeons & Dragons
❑x **V573 FILE & HD** HDClick v2.0, Selector to make HD Menus with gad gets. File Minder, For maintaining files & Directories. DosControl, Combines functions of many separate tools. **(2)**
❑x **V575 HOME BUSINESS PACK** Excellent selection of utilities based on word processing, Data Manag-ement, Spread Sheets, Accounts & Printing. **(6)**
❑x **V583 ICONEDITOR III v2.0,** Can create Icons upto 640x200 pixels icons, Edit & Create any Amiga icon.
❑x **V587 GELIGNITE FONTS (2)** A selection of fonts for use with any DTP Package or Dpaint disks.
❑ **V607 PRO TRACKER v2.2** Written by Lars Zap Hamre. Another update to the Ultimate sound making program.
❑x **V610 GOLF SCORES v1.84** It will record each round you play, Store it, make up an eclectic score NEW!
❑x **V611 FOOTBALL LEAGUE EDITOR v1.1** Want to update your teams league position as the results come in. Not A600
❑x **V620 ASPICE v3.2** Circuit Analysis A full featured program for electric circuit
❑x **V621 EDWORD v2.2** is a fully featured & operational Word processor
❑ **V624 NIB COPIER v2.0** Will copy in AmigaDos, index Nibble modes, search mode & special parameter copy.
❑x **V627 DPAINT FONTS No's 1-3 (3)** The latest selection. Fonts for use with any IFF Painring / DTP Program.
❑ **V635 IBeM EMULATOR v1.05** Is a CGA Colour IBM-PC Emulator written to run on any Amiga. Shareware version
❑x **V647 HACKS** A selection of WB Hacks that have been reviewed in CU
❑ **V648 TITANICS CRUNCHER v1.0** Cruncher with help & various protect modes includes speed changes.
❑x **V659 COMPUTER DIAGNOSTICS v9.1** Is there a problem with your computer! Then what is it.
❑x **V660 HOME MANAGER** This is a great all in one address book with an inventory database & To-do list
❑x **V661 VERTEX** Allows you to create 3d objects with-out using the X, Y & Z views. Loads Sculpt 3d/4d & Turbo Silver.
❑ **V662 DCOPY v3.0 PRO** You can select the speed of the disk drive, Copy modes, Dos, Nibcopy, Ver & safecopy
❑x **V666 MODELLING OBJECTS (2)** Contains over 20 vector objects in Image format. Perfect with Disk V661
❑x **V678 DRAW MAP v4.1 (2)** You can generate world maps in detail. ❑x 2Mb, ❑x 1.2Mb or ❑x 1Mb
❑x **V681 GAME TAMER v2.2** Get a hold of that extra hard game & Cheat.
❑ **V683 SUPER LOCK v1.01** Seal your disks / Hard drives for your eye's only. Protects with a Password.
❑x **V684 FONT CHARACTER EDITOR v1.0,** Also contains other utilities.
❑x **V685 ASTRO PRO ASTROLOGY** Best Astrology prog on the Amiga by far.
❑x **V686 MULTIDOS v1.12** After this program has been installed your Amiga drives can then read 720k IBM Disks.
❑x **V688 MAGNETIC PAGES v1.30** Creates disk based magazines with graphics.
❑@ **V690 WB v2.04 UTILITES (2)** This set contains the programs that should have been with WB 2.04+. They take full advantage of the many NEW capabilities that are available.
❑x **V692 RACE RATER v1.6** Program for people who want info about horse races.
❑x **V696 POST v1.7** PostScript interpreter which implements the Adobe language. ARP
❑x **V698 AGRAPH v2.0** Brings the world a cheap draw Bar, Line, Area & Pie chart production/ presentation program.
❑x **V700 PERM CHECK** Designed to take chore out of checking plans for winning lines
❑x **V701 STRATA v1.0** Is a landscape generating prog. Allows printing from any angle, position or magnification.
❑x **V702 EASY RAMOS FOR EASY AMOS** Update for Easy Amos user's.
❑x **V703 AMOS UPDATER DISK v1.34** A major update to the software, Directly update AMOS installed on a hard disc.
❑x **V704 AMOS COMPILER v1.34** Second AMOS Compiler Update.
❑x **V705 MED v3.21** Excellent update to the famous music program Med.
❑x **V710 AREXX TUTORIAL** Includes several sample Arexx scripts & sample progs. ARexx comes free on all WB v2.04+ disks
❑x **V711 UNIX** Contains a working demo of Minix, A Unix workalike. Minix is system call campatable.
❑x **V712 PROTEUS BBS** Start your own BBS. Requires a modem.
❑@ **V713 COMUGRAPHIC FONTS** Will work with DPaint v4.1, ProPage, Page stream, Pagesetter & Workbench v2.04+.
❑x **V715 THE COMPLETE BIBLE** With the entire text of the New Testament & Torah (Old Testament). 1Mb **(3)**
❑x **V718 SPECTRUM EMULATOR v1.4** Which is NOW!! 3 times faster. Requires a spectrum computer once.
❑x **V719 FREECOPY v1.8** Removes protected games copy protection so that the user can install them on HD.
❑x **V720 DISKPRINT v3.51** A data base which prints & stores disk labels.
❑ **V723 BOOT INTRO CONSTRUCTION SET** Create excellent Boot intros.
❑x **V724 PRINTER DRIVERS v4** This is an updated Drivers disk : Canon LPB, Canon Bubble jet's & Star 9 pin.
❑x **V725 THE SUPER KILLERS v2.6: BOOT X v4.50** This is the best virus killer disk to date, kills over 262 virus & may be more. Includes many others
❑x **V727 ART OF MED 2** A another excellent select of Med tunes.
❑x **V730 ICON MANIA** An excellent selection of Icon clip Art for your WB Disk
❑x **V731 AMOSBROT v1.1a** More fractal types which include Logistic Equation, Coast lines & trees
❑@ **V732 WB v2.04+ UTILITIES** FPic DCopy, Boot Menu, Scenery, Huge.
❑x **V733 SOFTWARE LISTER v1.6** This program is designed to keep a track of your Software collection.
❑x **V742 ONLINE v1.4** Program will allow you to find cheats within games.
❑@ **V743 TERM v2.3** Best Communications program for use with WB v2.04+ **(2)**
❑x **F691 THE PROFESSIONAL C MANUAL v3.0** This is the largest collection of documents, examples & utilities in C for the Amiga. It consists of six manuals, with more than 40 chapters, 175 fully excutable examples complete with source codes. **(5)**
❑x **V757 AMIGADEX v1.61** Creates / converts your Amiga into a card Database system. Very well done.
❑x **V758 TEXTPLUS v4.0e** Another update of this excellent Word processor program. Requires Hard drive
❑x **V759 TEXT ENGINE v3.4** Updated version of the Word processor with **AZSPELL.** Excellent spell checker
❑x **V761 A-GENE v4.18** The latest version of the popular genealogy database program. By Mike Simpson
❑x **V762 BBASE v5.5** Database with loads of features and it's easy to use.
❑x **V770 ACCOUNT MASTER v2.0** Excellent Amos written Account program
❑@ **V773 WB v2.04 WINDOWBENCH v2.0** Excellent Workbench replacement for all WB v2.04+ Users **(2)**
❑x **V777 VOICE CLI v5.2** The idea is to control the CLI/Shell with your own voice.
❑x **V778 RAYSHADE v4.0** Complex Ray tracing package. 2Mb **(3)**
❑x **V782 FORMS** Create, Edit, Draw Colour & print your own forms.
❑x **V783 PROGRAMMING TOOLBOX** Many programs to help in your development efforts (most C but some in basic).
❑x **V784 AREXX (2)** Two disks which contain Arexx programs & examples
❑x **V786 PASCAL** This disk contains everything needed to program in Pascal. Includes a68k 68000 assembler & more.
❑x **V787 PROGRAMMER TOOLS** GadTools to design your user interface to your own programs using all of Amiga DOS 2.0+s new features. Also RegTools.
❑x **V790 ANIMATION UTLS** Includes CyroUtils for splitting, combining, and creating animations from IFF picture files.
❑x **V791 DIRECTORY ULTS** Includes the most powerful and highly recommended programs which are designed to make CLI & Shell tasks virtually obsolete.
❑x **V794 GRINDER** A complete graphic conversion package that supports GIF, JPeg, Atari St (Neochrome / Degas), PCX, Targa, TIFF, Ham-E and IFF Format pics.
❑x **V797 EASY AMOS PROGS (2)** Contain source code for use with Easy Amos.
❑x **V799 ADVENCED UTILs** SerNet & ParNet, Connect 2 Amiga & share resources via the serial / Parallel ports. Mymenu Puts menus on your Workbench screen.
❑x **V800 ARCHIVERS II** This disk is packed with the latest Archivers to date.
❑x **V801 100 PRO PAGE FONTS** Theses fonts are for use with Pro Page & have be checked with the font con-verts program which comes with Pro Page3.
❑@ **V806 WB v2.04 UTILITES (2)** This is the our second double disk collection of WB v2.04+ utilities that take advantage of the NEW machines capabilities.
❑x **V809 MEGA CHEATS v2.1** This disk contains the very latest cheats.
❑x **V811 ELECTROCAD v1.42 & PROTOYPER** Another Updated on the cad / Electronics drawing Programs.
❑x **V812 CANON** This disk contains Printer Drivers & Canon Studio, Gives better print output for any 9 pin printer.
❑x **V814 PC TASK v1.11** is a software IBM-PC Emulator. Allows you to run the majority of IBM software with NO additional hardware. CGA Colour **NEW UPDATE**
❑x **V815 FILE & HD MANAGEMENT 2 : DirWork v1.62** File copier **MegaD** Another NEW Update on an excellent File copier like the NEW Disk Master Pro II in it's Operations. Also contains loads of other programs to help out **(2)**
❑ **V817 A500 PLUS EMULATOR** As it sounds will let v1.3 / v1.2 owners run WB v2.04+ software with out any need to purchase to WB v2.0+ chips.
❑@ **V819 ICONAUTHOR v1.06** Replacement for IconEdit2.0. It can transform IFF or brushes into resized 2-BitPlane brushes or icon files that match the WB v2.04+ colours.
❑x **V820 BBBBS v5.7** Baud Bandit bulletin Board System Ftures include up to 99 file libraries; interface to extra devices
❑x **V821 SNOOPDOS v1.5** Monitors AmigaDos calls & allows you to see what library, devices, fonts are required.
❑@ **V822 ABACKUP v3.77** A hard drive backup program that features, multi-drive support, full backup, compression.
❑x **V823 POWERPLAYER v3.4** Very powerful, user / system friendly module player. It can handle nearly all module formats can read PP modules & comes with it's own cruncher.
❑x **V826 AHDM v3.4** Hard Drive Menu. When placed in your startup-sequence, offers a 16 page menu, each page having upto 10 possible actions.
❑x **V827 REPAIR-IT: NewZap v3.3,** A multi sector file editing system. **FIXDISK v1.2,** Recover's as much as possible from a delective disk **DISKSALVE v1.42,** Creates a new file system structure on another device, with as much data salvaged from the orginal device.
❑x **V841 MODULA-2** Contains modula-2 language on the Amiga.
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GAMES

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❑x **2162 BATTLE OF BRITIAN WAR GAME 2** Strategy war games.
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❑x **2220 STRATEGIC GAMES** Eternal Rome, Lords of Hosts, In Moonshine.
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❑x **2498 AMOS CRICKET** Excellent arcade cricket simulator with graphics.
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3D DEMO 2

CYNOSTIC PD, DISK D0030

DEMO



Excuse me, but I've always wondered if warriors wear any pants under their loincloths…

Good grief! Another megademo has arrived on to the Amiga scene – after the last couple of months of animations and music, I thought that we'd seen the last of vector polygons and plasma effects. Not so, though, and fortunately this demo is by Anarchy, who are well known for their impressive coding.

Subtitled 'A monochrome nightmare – in color', *3D Demo 2* contains the usual glenz vectors and star fields, but they are broken up by some excellent pieces of artwork by Slash. The best example of this is a hand-drawn copy of HR Giger's Shaft No 7, which was originally drawn in 1966 by the man famous for the Alien monster, and the graphics in *DarkSeed* (*AF*44 -72 per cent). The graphics are backed-up by a good soundtrack, which makes use of atmospheric instrument samples played over a rave–style backbeat.

Nicely put together, with the added bonus of an interactive section at the end where you move around a 3D space scene using your joystick.

MIRROR

WACK PD, TWO DISKS

DEMO

Here are two disks filled with music and graphics from well-known coders Andromeda. There are nine different tunes here, but they're all pretty much similar in style – funky bass line and drums, and catchy top end; and they each use the same selection of samples. Although there are only four pictures on the disk they are good quality, and the first, Orthlund Dragon (pictured here) is excellent. Graphic artists on the Amiga, especially ones who concentrate on fantasy styles, are getting better all the time.



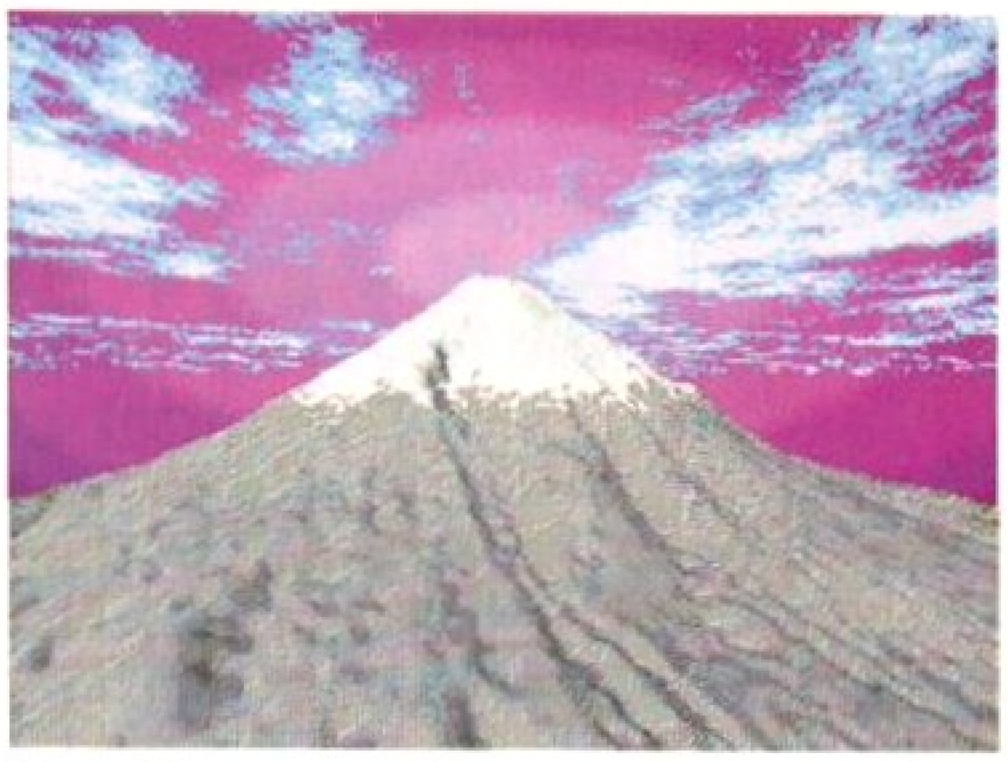
One of the excellent hi-res screens from *Mirror*, but unfortunately they're only a quarter screen in size.

Looking at the possibilities opening up with the new A1200, and its graphical power – along with 2Mb of chip RAM for holding samples – the prospects for future demos such as this are mouth-watering indeed. Who's going to be the first with an A1200-specific demo, I wonder?

THE JOURNEY

17-BIT, DISKS 2339 A&B
NEEDS TWO DRIVES

DEMO



You don't have to go to the Pyrenees to see purple sky and wonderful mountains you know!

After taking an age to load, *The Journey* – as befits its name – takes you on a journey through several fractal landscapes created using *Scenery Animator*. This program, similar to *Vista*, enables you to create highly complicated landscape scenes, in any of the Amiga modes, and also to animate them.

The highly diverse still frames show good imagination and excellent use of colour – see the picture here for example. As an added bonus, three different animated sequences are included, which take you on a 3D trip through the fractal worlds. It's certainly been done before, but if you haven't seen such a slideshow yet, then this is as good as any.

COMIC ART VOLUME 2

CYNOSTIC PD

DEMO

The original volume of *Comic Art* featured some excellent hand-drawn images. Cyber, the artist, has been working hard on a wide range of characters, from the well-known Incredible Hulk to the less well-known Spawn, who hails from a new company called Image Comics. The use of colour is very impressive, because when using interlaced hi-res mode only 16 colours are on-screen, but Cyber has used black-line shading to great effect so the images are detailed and colourful.

My one complaint about volume one was it didn't have any accompanying music, but Cyber's now added his own soundtrack, which isn't bad for a first effort. So no complaints this time.



Spawn, a new Image Comics hero, looks set to rival the top heroes with his, er, clouds of green smoke.



And here he is again, menacing as ever, stupendously setting fire to his hands.

F1 GIRLS

NBS

DEMO



An example of the more cartoon-style screens from *F1 Girls*. Most others are purile and crap.

Hmmm. Let's see. Take a Camel cigarettes logo, some scantily clad women, throw in a few Formula One

Continued on Page 168

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E & OE

THE HAUNTED

VIRUS-FREE PD

DEMO



Given the popularity of Eric Schwartz's animations, no-one thought that somebody would come up with a piece of work to match his. Now, Roddy McMillan has shown that he can match his role-model. *The Haunted* is a 10 Mb, six-minute animation that Roddy has entered in BitMovie '93. On the evidence of this anim, he'll win for sure.

Roddy has developed his style to retain the feel of the early characters, such as Duncan the Dung Beetle, but improved on the graphics no end. The story is good, but a little predictable. Maxel Mite is merrily driving along, listening to the radio, when his tyre blows. Guess what? The nearest sign of life is at 'Hades Manor', a pleasant des-res in suburbia (er, well, maybe not); and the soul (sic) resident of said mansion is a ghost – The Spook.

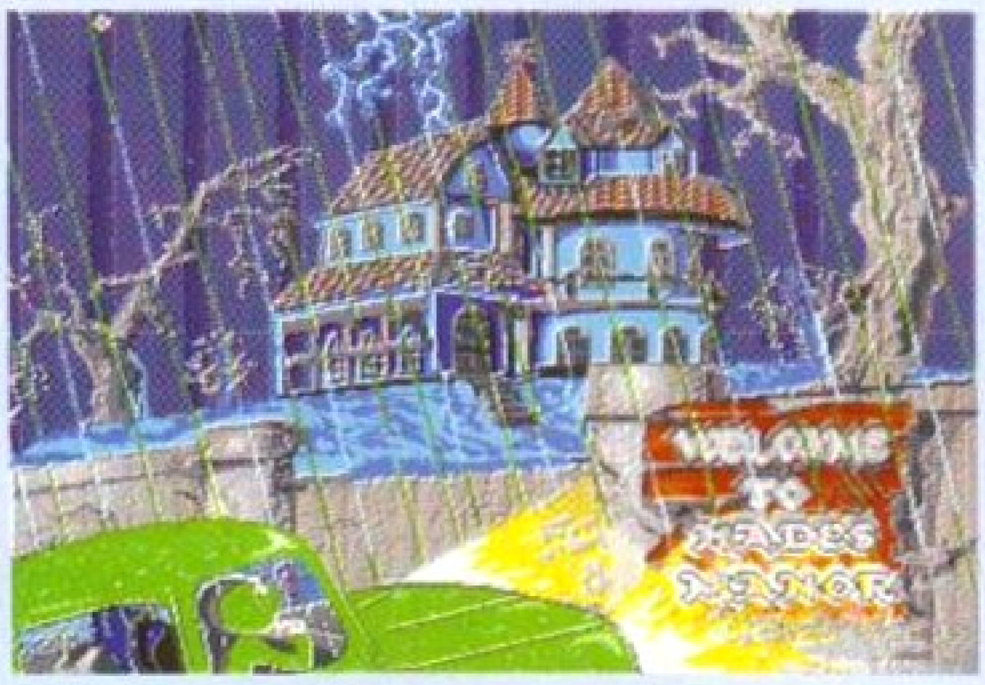
The graphics are excellent and the sound effects are superb – the lightning effect is a crystal-clear sample, straight out of your better-than-average horror film. The most impressive sample, occurs when Maxel is driving along, and switches on his radio. The sound which comes out is incredibly realistic! I must admit I'm impressed. This is an animation of the highest quality, and deserves every piece of critical acclaim it receives.



The thing about cartoon cars is that they always, always *lurch* along the road which can't do the engine any good.



But, wide-eyed, with his hand on something that surely isn't part of the steering-wheel, Maxel comes a cropper..



...only to find himself on the doorstep of Hades Manor, holiday home of the aptly named Mr Spook. Spooky!

references, and what do you get? Well, after seeing the first few images from this slideshow, all you seem to get is a load of old male-orientated twaddle – such as pictures of tits 'n' bums and women cuddling Formula One racing car drivers. Call me prudish, old fashioned or whatever you like but I reckon it's all a bit sad really, especially as the graphics look like poorly digitised C64 screens.

Having said that, dotted around every now and then are some pictures which look quite cartoony in style, showing F1 drivers and their babes with heavily caricatured features – such as huge white teeth and a jutting square jaw. These are pretty good, and look as though they have been drawn by somebody with a modicum of talent. In fact these pictures are the demo's only real saving grace.

Because of the differing styles, I'm not sure what the idea of the slideshow is. It could be intended to titillate (in which case it's quite sad), or it could be to make people laugh. If that's the case, why are there loads of shots of scantily clad women? The artist obviously possesses some talent, but he (or she) should put more effort into the continuity of future slideshows, so that a similar style remains throughout.

TRSI – WICKED SENSATION

DEMO

17-BIT, DISKS 2342 A&B

The second of this month's megademos is TRSI's entry to last year's World Of Commodore demo show in Frankfurt. Here, standard megademo parts are mixed in with a Kraftwerk-style rotating head – you know, the one from the *Musique Non-Stop* video – and some superb hand-drawn graphics.



Looking more like an Iron Maiden T-shirt than a PD demo, TRSI's graphics are impressive and colourful.

The head is made up of a number of light-sourced vector panels which move quickly to give a very smooth rotation – similar in appearance to the standard light-sourced vector ball (which also appears later in this demo). The graphic stills range from a bizarre fight scene with lots of swords flying and a disembodied head, to an excellent drawing of a face.

The music is of the usual driving backbeat type – nothing really very new here, but overall the demo is nicely done.

TOP TEN DEMOS OF THE MONTH

Just so that you know what's in and what's not we ask a Public Domain library to tell us what their top-selling demos of the month are.

CYNOSTIC PD

1	State of the Art	D0031
2	3D Demo 2	D0030
3	The Party 2 Intros	D0033
4	Musicland	S039
5	Mindriot	D0043
6	Hobbits & Spaceships support disk	S0029
7	Cynostic Demo Collection #1	D0038
8	Legalize it 2	S0025
9	Back from the Beach	A0006
10	Voyage	D0029

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Here's a challenge for all you demo coders and would-bes out there. We reckon it's about time somebody put together a really different kind of soundtrack for their demos, one that really shows off what the Amiga and a bit of imagination can do.

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PRIZES!

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to reach us no later than 31 June 1993. So get out and get coding!

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Workbench

What? How? Where? Why? Who cares? **Pat McDonald** does. Read some wise words to find out the Amiga reasons.

TOO MANY ERRORS

FROM: PETER RICHARD WOOD, COVENTRY

Recently I got myself an A600. I wanted to use it as a serious machine, and I got plenty of good pieces of software from your Coverdisk. My priorities are word processing, desktop publishing, database use and games, in that order.

The problem is that I often find that the Coverdisk Collection programs contain read/write errors that prevent me from using them. I dutifully back them up using the Diskcopy command, but afterwards I am still left with a duff disk. Usually I can use the programs – but I have great difficulty in saving any projects on to the disks.

Please can you help me. I am angry and annoyed – I got the Amiga to help me work, and have spent far too long messing about with clumsy interfaces, bad disks and no manuals. After Diskdoctering the disks, they are still in a state of hopeless corruption. To be honest, I could have written out my work in half the time using a pen stuck up my (*snip – Ed*).



Most factory fresh A600s and A1200s have swarfy disk drives – use a vacuum cleaner to suck the rubbish out!

To be honest, I really think that you've jumped in at the deep end – the Amiga is unique as computers go. But anyway, here's how you go about saving your files to blank, formatted disks. These disks are always called Empty by default.

When you save a file on the Amiga, the program usually defaults to the drive that the program was started from. So when you type in a name to save your work under (let's say MyWork) the Amiga will try to write to your Coverdisk collection.

If, instead, you ask a program to save to Empty:MyWork, then the computer will ask for a disk called Empty – that is, a blank one – and after it has been inserted, your work will instead be saved on that disk.

If you were to rename a blank disk to, say, Data, and then saved your work to Data:Mywork, then again the disk would ask for a disk called Data. Don't think it's a case of just putting the disk in and leaving it – usually you will have to swap between disks as you are saving data. That's one of the reasons why two disk drives make life much easier.

If you have a disk which works, but which has lots of read/write errors on, then the best thing to do is copy all the good files to a new disk. First, load Workbench. Then format a disk, and call it Newcopy. Then type this in the shell:

```
Copy all from Prodata: to Newcopy:
```

If the original disk was not called *Prodata*, then change that to what the disk was called (*Scribble!*, *Vista*, or whatever). The amount of disk swapping involved on a single-drive machine is incredible (remember to wait until the drive light goes out before swapping disks). But afterwards, you will have all the good files on a different disk. Put the Workbench back in the drive and type:

```
Install ?
```

Insert the Newcopy disk, and type:

```
DF0:
```

This will install the Newcopy disk, making it bootable. Finally, rename the Newcopy disk to what the old disk was called (in this case, *Prodata*) and you should have a fixed disk with no read/write errors or funny unformatted tracks on. If you had two disk drives, then you could put the Newcopy disk in your second drive and then type:

```
Copy all from Prodata: to DF1:
Install DF1:
```

This would mean no disk swaps at all. Life is really so much sweeter with a second drive – you can use a single Amiga drive for serious purposes, but it can drive you mad.

GVP FAN

FROM: CRJ GUPPY, BOURNEMOUTH

I recently bought myself second-hand GVP hard drive for my A500. The problem is that sometimes I cannot seem to load or save files – the drive continually throws a 'read/write' error message up in my face. Usually when this happens though, the fan starts speeding up and slowing down. After the first time it happened, my real time clock was 'not found'.

This situation occurs randomly and usually after it's been on for a few minutes or longer. What is wrong and how do I fix it? Can I disconnect the fan, because the noise really irritates me?



Hard drives, like this GVP, contain moving parts, and faults are often the result of loose connections.

The problem is almost certainly a loose connection. Open up the drive and check over all the connecting leads (the ones taking the power to the hard disk unit are especially susceptible to slipping). Give them all a good shove and a prod, disconnect the two wires which are connected to the fan, and all should be well.

A FEW QUESTIONS...

FROM: MICHAEL RAMSAY, ANGUS

I have an A500 Plus with a Canon BJ20 printer, a sound enhancer and no extra disk drive – yes, I have pulled most of my hair out! The first piece of serious software that I bought was the *Pen Pal* word processor. After a few months of using this, I am becoming aware that I could make things a lot easier for myself. If you could answer some of my

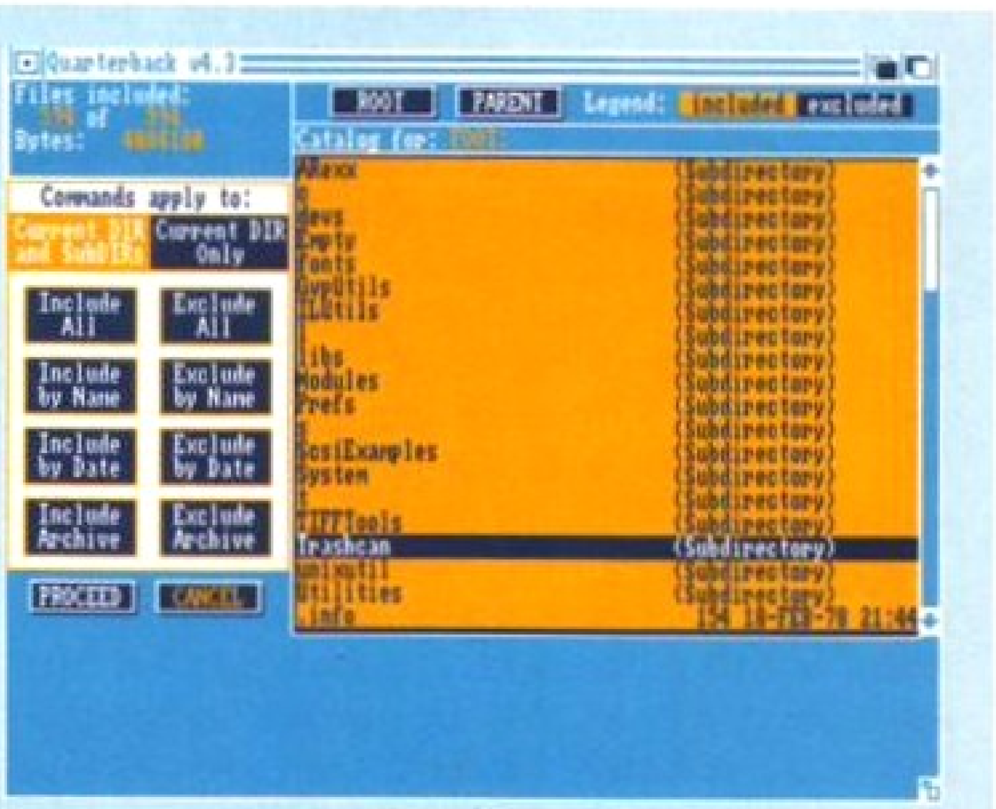
Continued overleaf

HARD DISK SAVE

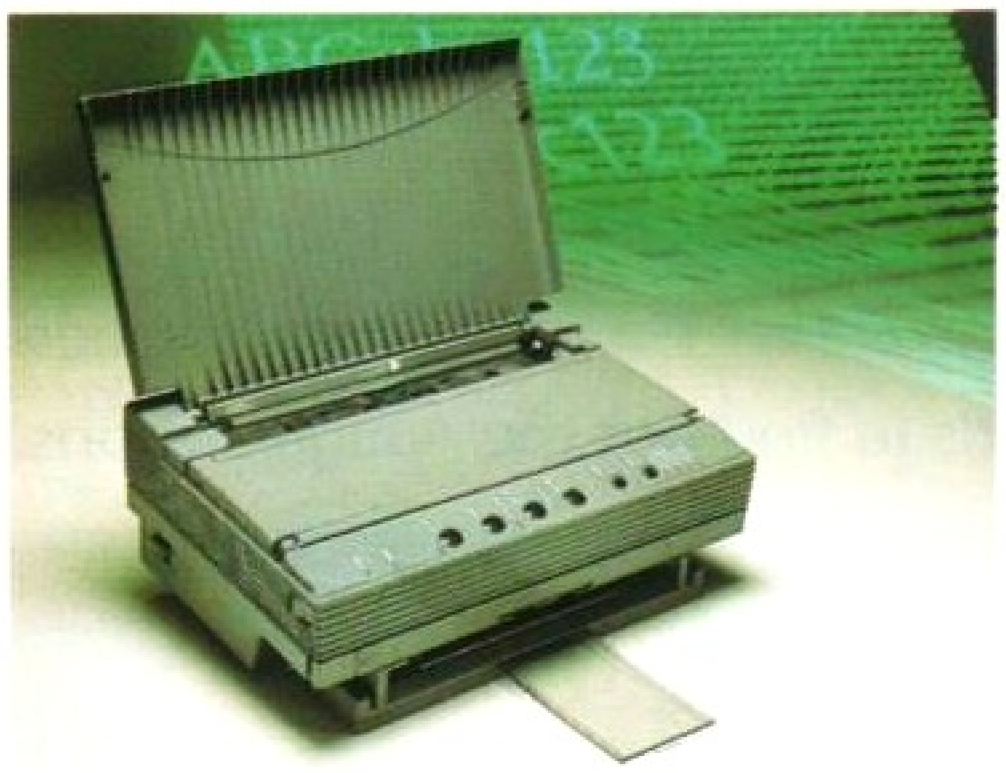
FROM: DUNCAN WALKER, BECCLES

I have recently upgraded from an A500 with an extra floppy drive to an A1200 with an 80 Mb hard disk. The difference is quite astounding for my DTP work. Can you recommend a good hard disk backup program (preferably Public Domain) because my hard disk is half full, and I'd hate to lose all my files?

If you want a really easy-to-use commercial program, get *Quarterback*. The shareware program *Mr Backup* can do the same job, but it isn't quite so easy to use. *Mr Backup Pro* is the commercial version, and if you register your copy of *Mr Backup* with the author Mark Rinfret then you can buy the full commercial program if you find the shareware version not quite good enough.



The *Quarterback* program has had a facelift for Workbench 2. This old version is good enough for me!



The Canon BJ type printers are very good for DTP, giving superb mono printouts without breaking the bank.

questions that would be a big help, since I am quite new to the computer scene:

1) I want to do posters, and maybe a fanzine, but I'm unsure about the range of fonts available. What is the difference between bitmap and outline fonts? Which are better and where can I get them from?

Bitmap fonts are made out of square pixels. So when you use a bitmap font at a large size, your letters look very jagged. With outline fonts, the shapes are stored as lines and angles. Making an outline font bigger does not result in horrible jagged edges – which means outline fonts are better for DTP. You can get bitmap fonts from various Public Domain libraries, but two that are good for outline fonts are George Thompson Services (0707 391389) and EM Compugraphic (0255 431389).

2) Is there an inexpensive DTP program which will allow me to use an unlimited number of fonts?

No DTP program ever enables you to use an unlimited number of fonts. The amount of fonts you can use is dictated not by the software you are using, but by the amount of chip memory that you have. As standard, all A500 Pluses have 1Mb of chip memory. Another 1Mb can be added via the trapdoor underneath the machine – after that, all extra memory is fast RAM.

3) I've noticed ads for PD clip art. Is this a worthwhile source of material, and how is it produced?

There are two types of clip art – bitmapped and outline (sometimes called proportional). Outline is much better, because you can scale it up without making it look horribly pixellated. Believe it or not, but clip art is produced by artists sitting down and drawing it.

4) I have thought about a scanner and a digitiser – however, my bank manager won't allow me to get both at once. Which is better to go for first?

A scanner is much better for DTP work. You can immediately scan printed material into your Amiga. A digitiser requires either a video camera or video recorder – and quality varies depending on how much you spend on your video gear.

5) I understand that DTP can require more than the 1Mb of memory I have at the moment. Is a hard drive the answer? Or will two disk drives work just as well? Also, what does 52 Mb with 8Mb of RAM mean? How should I judge a hard drive?

A hard drive is simply one big disk (in the above example, of 52 Mb capacity). 1Mb (one megabyte) is the equivalent of one million characters of information. Programs and data load much, much faster than from floppy disks. Also, you can put all your fonts and clip art (as well as Workbench) on to your hard disk, saving you the trouble of hunting for a particular floppy.

Most A500/A500 Plus hard disks can have extra memory chips added too. This memory is fully usable by your computer as soon as you switch on. In the above example, 8Mb of extra memory would be added to your system, which should be adequate (if it isn't, tough, because that's the most fast memory that you can add to an A500 Plus).

6) I am baffled by the huge range of memory expansions that are available – could you give me a few pointers?

If you read the above information, then you will appreciate how big 1Mb is. Personally, I recommend external memory expansions rather than internal ones (a 1Mb internal memory expansion is OK on an A500 Plus, but anything bigger and you're asking for trouble). Chip memory is needed for graphics and sounds – programs and text can be stored in fast memory.

Next, memory expansions come either populated (with the memory chips) and unpopulated (without). The reason for this is that many people can get RAM chips at cheaper prices than shop traders – also, RAM chip prices go up and down all the time.

In your case, I would either get a GVP hard drive with extra RAM, or a SupraRAM 500RX memory expansion. At least 2Mb of external RAM would help immensely – 1Mb of internal RAM is your first step, but you can never have enough memory. Even if you have a fully expanded 10 Mb RAM A500 Plus, programs can still run out of memory!

7) When using the Action Replay cartridge to obtain still pictures from inside games, are the results as good as the game?



The Action Replay 3 can grab IFF screens from many games – but the better looking games usually defeat it.

Usually. However, if a game uses the copper chip to give finely graduated backgrounds, then this detail is lost on the final pictures. Action Replay cartridges are widely used by computer magazines to read the IFF pictures into professional DTP systems – in other words, we use them ourselves for just that purpose. But they don't work on all games.

8) How do I copy parts of a Coverdisk on to a separate disk, rather than copying all of it? Is it easy?

No it's not. What you have to do is copy over the icon files (click and drag – that's easy) and also any associated libraries (in the libs drawer), device drivers (in the devs drawer) or fonts (in the fonts drawer). What it comes down to is that you have to become au fait with copying individual files using the Shell. Alternatively, you could buy a frontend system (*SID* or *SID 2* are shareware, and *Directory Opus* is commercial).

9) I am using the Epson LQ driver for the Canon printer. Is there a better driver available?

Probably. Canon do a disk called Canon Print Studio – I suggest you contact them for more information. I regret I have never seen it, or the resulting printout.

10) Can I print out labels for audio and video tapes? What program should I use, and where do I get the labels from?

Yes you can. Either do your designs with a DTP program like *PageSetter*, or you can just use a Public Domain utility like *Label Print 3.5*. As for the labels, get a local Yellow Pages and look under stationers or stationery supplies.

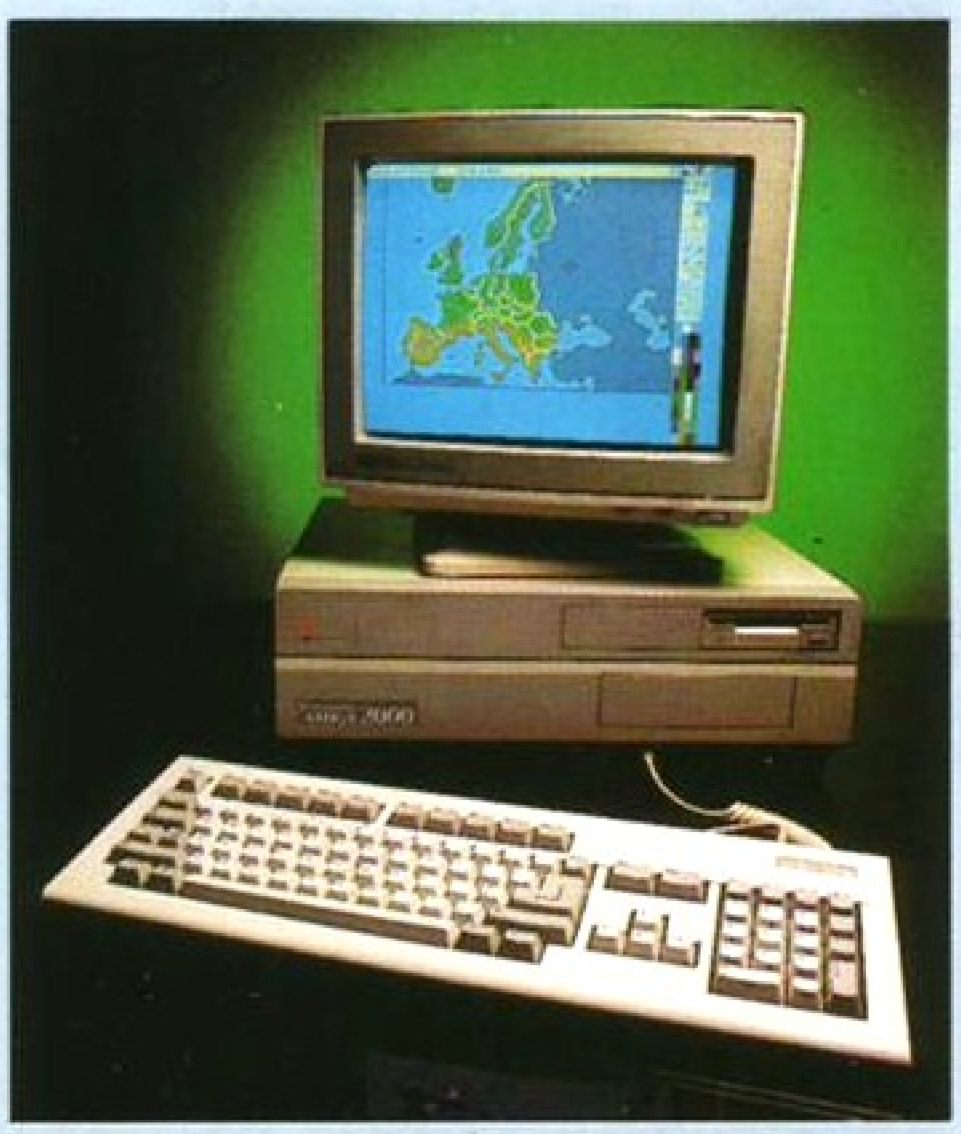
STUCK IN THE PAST

FROM: AL NORMAN, ASTORIA

I own an A500 and an A2000. I'm considering buying a Vortex accelerator with 4Mb of 32-bit RAM. But now the A4000 and A1200 are out, with full 32-bit architecture and the new AA chip set, if I buy the accelerator, I will have a 32-bit machine – but what about the AA chip set? Can I expect an AGA graphics card? After all, there are many other cards available, will there be an AGA version?

No. The current graphics cards for the A2000 and similar are designed so that they don't interfere with the Amiga's built-in graphics. If you were to plug in an AGA adaptor, the current Agnus and Denise chips would interfere with the the adaptor.

If you were to buy a 24-bit graphics card, then you would have an Amiga with a better resolution than the A4000 or A1200. Hardware, like the Opalvision card, will not work with AA chip set games. How attached are you to your current machines – either take them up to professional levels (by buying a 24-bit graphics card) or get an A1200 and A4000 to replace them.



I use an A2000 to assemble the Coverdisks. I would never use one for serious graphics though – too slow!

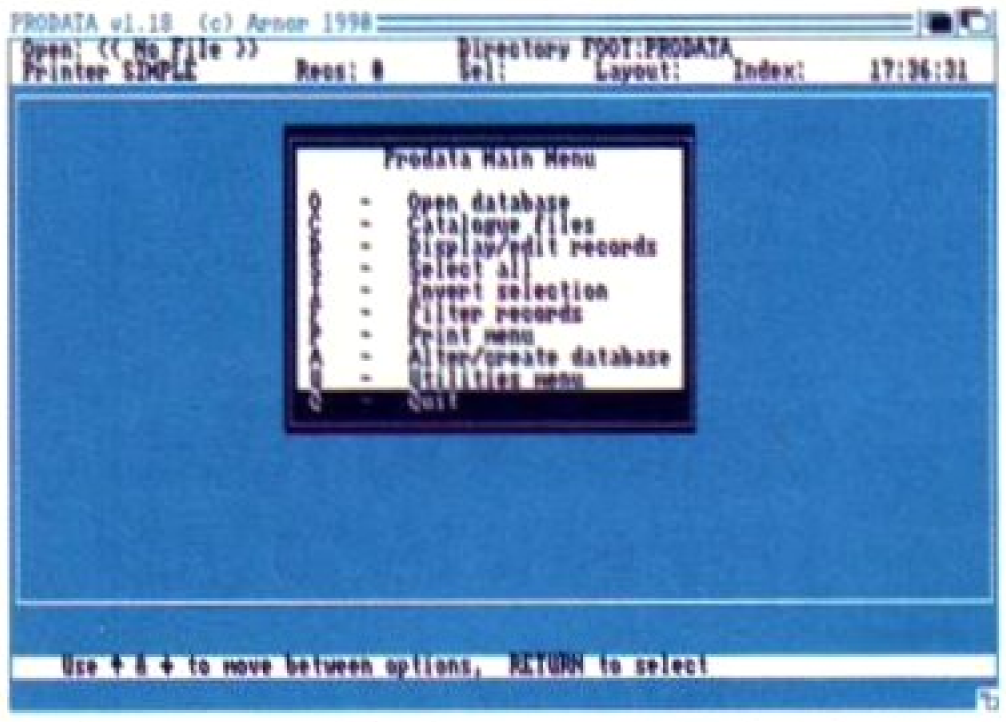
11) What should I get first – the DTP program or hardware expansions?

The software. Always buy software before any hardware – you get a much better idea of what you need. However, the 1Mb internal memory expansion would be a good buy at the same time – you'll be able to do just enough to see how much more you need!

MEMORY SAVE

FROM: J E MARSHALL, HULL

Whenever I quit *Prodata*, I am left with a blank Workbench screen or a CLI that won't recognise any commands when I boot from the disk. Is there a way around this?



***Prodata* uses most of 1Mb just to work. Multitasking is not possible unless you have quite a lot of memory.**

Not really. *Prodata* clears down the Workbench in order to save on memory – if you had a fair chunk of memory (say 2Mb or more) then you could put a Run command in the c directory of a copy of the Coverdisk, and edit the startup sequence of the disk to:

```
Run Prodata
```

This would force the program to multitask, and so leave the rest of the operating system intact.

HAVE A BANANA

FROM: CRAIG THORNTON, ANGUS

I have a problem with *Transwrite* (included with the *Zool* software pack). To be precise, the spelling checker function puts up a requester for a disk called Spell, which wasn't included in the pack.

For all the other people having trouble, here's how to solve it. Format a disk and name it Spell. Copy the file British.dct from the *Transwrite* disk to your Spell disk. If you have Workbench 2, then simply select Show/All files from the Window menu, and the file will appear, ready to be clicked and dragged. Then double click on the TransSpell icon, as it says in the manual. One working spell checker!

Nice one. Here's how you do it on a 1.3 machine, which doesn't have the Show/All files feature. Load Workbench, and double click on the Shell icon. Type:

```
Copy from Transwrite:British.pct to
Spell:
```

The disk name in the above example (*Transwrite*) may need to be changed if your *Transwrite* disk is called something else. If, for example, the name under the disk icon was Banana, you would type:

```
Copy from Banana:British.pct to Spell:
```

Then double click on the *TransSpell* icon. Simple!

Techno babble

Do you know how to talk techie speak? Well, if you don't then this little bit of jargon-busting should sort you out...

Accelerator: hardware expansion that gives your Amiga a faster CPU. Often used with maths-intensive software where a standard processor is too slow, for programs called 'ray tracers' which literally trace the rays of light which bounce around a scene to produce a picture. Also used to considerably speed up flight and other kinds of simulations.

Anim Brush: a brush is a small section of a graphic screen, cut out with a paint program like *Deluxe Paint*. Anim brushes are different small images with the same dimensions – for instance, a bird flapping its wings or an eye blinking.

Blitter: BLock Image TransfER device. Used for copying large areas of memory from A to B, or to combine different areas into one single image. Widely used to generate large graphic shapes in computer games.

Bridgeboard: Commodore's own IBM emulating device, featuring a complete PC computer on a single card. Only fits A1500 and above machines – enables use of standard PC cards.

Chip RAM: memory accessible by the custom chips (Paula, Agnus, Denise) as well as the processor. Used to store all graphics and sounds. Can be used by programs too – with speed slow downs.

CLI: Command Line Interface. The program which enables you to type commands into AmigaDOS for standard operations like copying files or getting a directory. Shell is more commonly used now.

Copper: co-processor. Used to generate subtly coloured backgrounds – this device is built into the Agnus chip and it can alter colours while the screen is being generated. Executes instructions at the same time as the processor.

CPU: Central Processing Unit. The decision-making chip, the one that tells everything else what to do. It can be interrupted by custom hardware if its programs are in chip RAM.

Fast RAM: memory that's only accessible by the processor. Programs stored here run faster than those in chip RAM – hence the name.

Frame grabber: device for capturing live video data and converting it into computer picture data. Doesn't require a still video signal. Usually gives much better results than a video digitiser, which does the same job, except that the video must be paused.

Freezer cartridge: quasi-legal device for examining programs while they are running. Usually with many useful built-in utilities which help overshadow its dubious origins.

Hard drive: basically a big disk for keeping Workbench and all the serious software that you use. Works much faster than a floppy disk. More and more games are becoming installable on to a hard drive.

IFF: Interchange File Format. A standard way of storing pictures and sounds, invented by Electronic Arts and adopted by Commodore. A single standard – practically all art programs can load and save pictures in this form.

Kickstart: the name of the set of programs which are run when the Amiga is turned on. Also contains many library functions for use by programmers. Latest release is Kickstart 3. Other releases; 2, 1.3, 1.2, 1.1.

PD: Public Domain. Literally, software that is the property of everybody. PD disks can be freely copied by anyone, and you can also distribute them to whoever you want. The correct term is 'Freeware'. 'Shareware' (try before you buy) and 'Licenseware' (commercial and non-distributable) also come under the same rough heading of "very cheap software".

ROM: Read Only Memory. Memory that cannot be altered. Widely used as the starting programs for computer systems that have just been turned on – ROMs remember things permanently.

RAM: Random Access Memory. Memory that can be altered and re-altered many times. Typically, it does not remember what it contains when the computer's power is switched off.

Scanner: hardware device for reading flat pictures from posters, newspapers and so on, and converting them into computer graphics. Often used in desktop publishing to read in previously published images.

Script file: a set of commands which you would otherwise have to type into the CLI or Shell by hand, saved as a text file. Learning how to use Shell or the CLI involves learning how to write script files.

Shell: more up-to-date version of CLI. Works in exactly the same way, but enables some flexibility in what commands are called via the 'alias' function. Also gives some hot-key combinations to enable some editing of previously entered commands.

Sound Sampler: hardware device that converts electrical music signals (typically from a tape or CD player) into computer sound. Can also be used with a microphone to capture live sounds.

Sprite: a graphic object that is independent of the screen. On the Amiga, sprites are limited in size and colours. Typically used for mouse pointers, alien missiles, and so on.

Startup-sequence: the name of the script file, contained in the S directory, which is executed after a disk has booted. Typically contains just the name of a program to auto-run, but can be very complicated. Whatever the nature of the file, it must always be called Startup-sequence and live in the S directory.

Workbench: the set of programs which set up a graphical 'point-and-click' interface on the Amiga. Much more friendly than the CLI or Shell, but not as flexible. Always has to be loaded from disk, which is slow but does enable much customisation. Workbench 2 requires a Kickstart 2 ROM. Workbench 1.3 requires a 1.3 ROM, 1.2 needs a 1.2 ROM and so on.

Zorro: this the generic name for the Amiga's expansion connector. The A500, A500 Plus and A1000 had the original Zorro I; the A1500s and the A2000s have Zorro II; and the A3000 has Zorro III. They are not compatible, hence the different expansions for different machines. The A600 and new A1200 have a PCMCIA connector instead.

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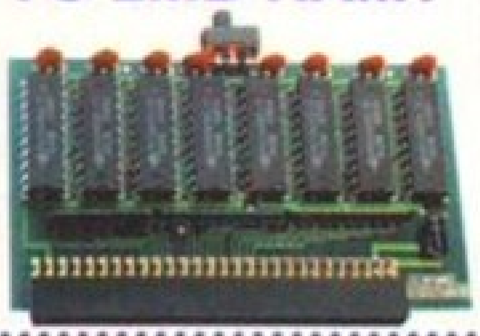
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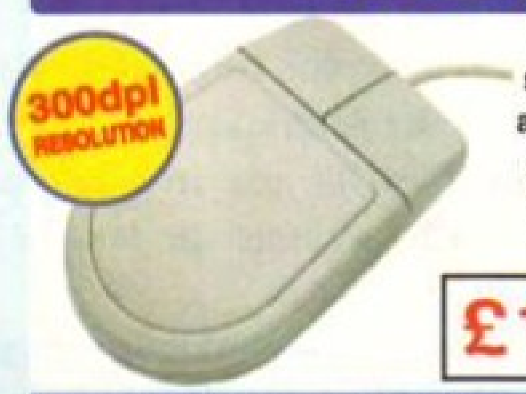
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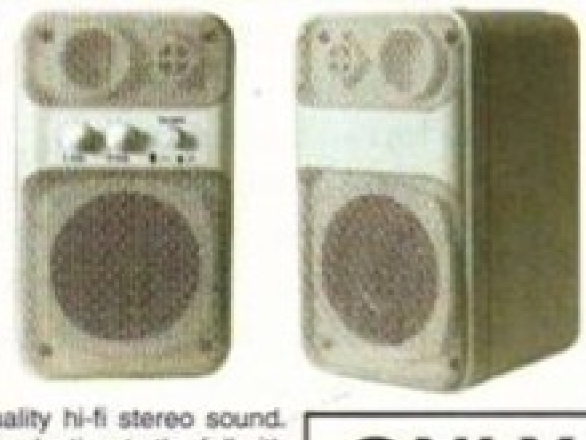
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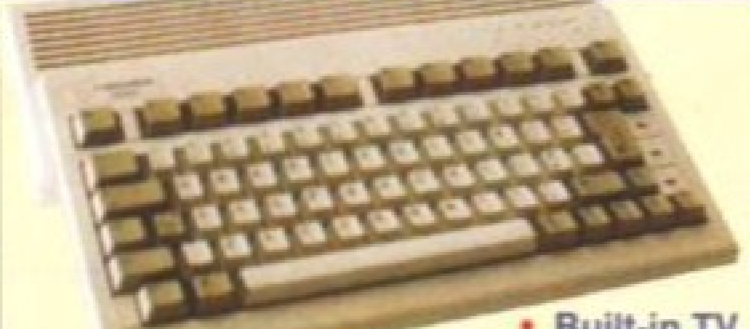
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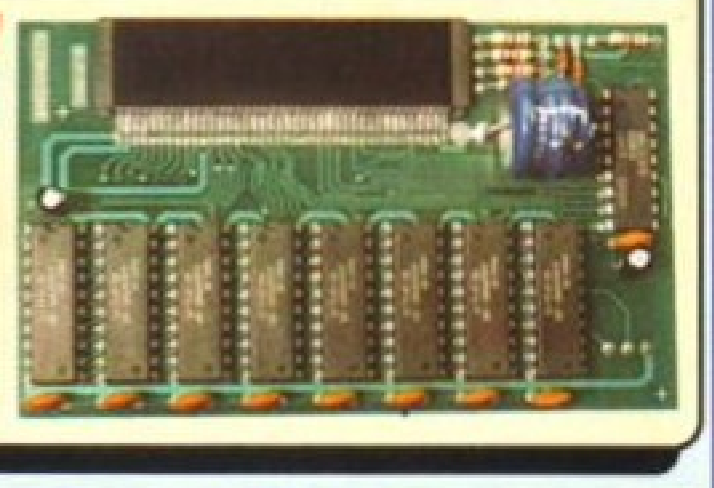
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AMOS Answers

Pat McDonald has been inundated with your queries about the fascinating, and sometimes frustrating, AMOS program we gave away on Coverdisk 42. Here he alleviates some of your problems...

HOW?

FROM: FERDIE VAN ASSCHE, THE NETHERLANDS

Is it possible to include machine code routines within *AMOS* programs? This would save me a considerable amount of time, because I am a machine code programmer myself .

Yes, it is possible. You need to know the address of the code in memory, and then this command will execute the raw machine code. Don't forget the RTS command at the end of your assembler routines, otherwise your machine will crash:

```
CALL address
```

As for how you get the code into memory, you can either have a list of data statements and POKE it in, same as the old magazine listings used to do, or use this command to load binary files into a known memory location:

```
BLOAD address
```

If you want to save a block of binary code, then this does the job:

```
BSAVE address, length
```

Both methods are dead handy when you want to load in game-save positions and alter them. I would never have finished *Eye of the Beholder 2* without cheating massively!

WON'T!

FROM: CHRIS GRANT, BALDOCK

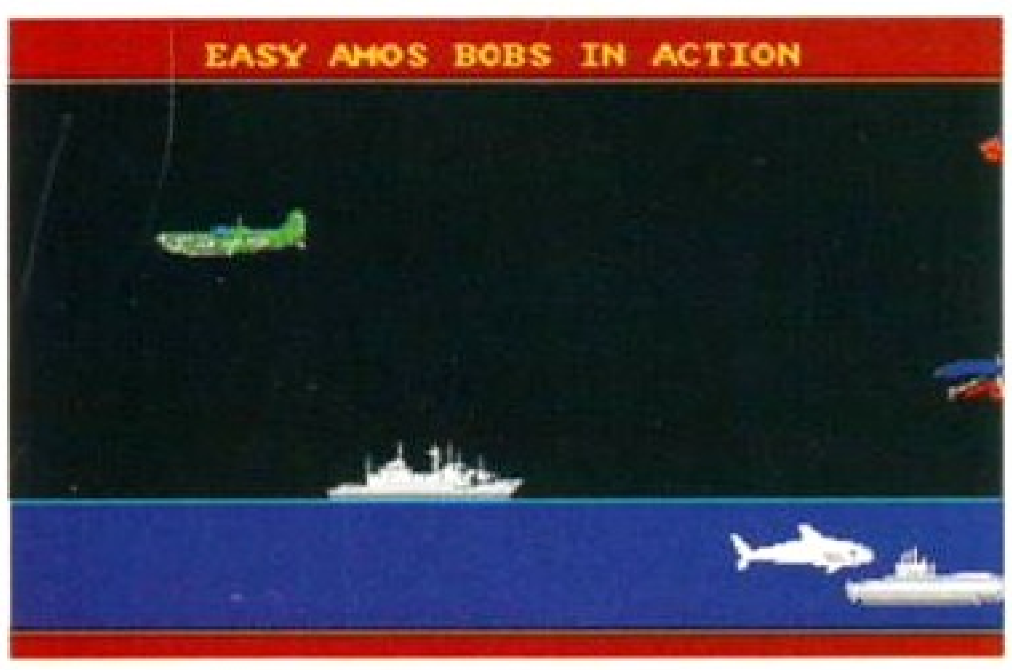
I can't load in the listings from the *Easy AMOS* demo that you had on your Coverdisk into *AMOS*. Does this happen with all *Easy AMOS* listings?

Our *Easy AMOS* demo had crunched listings to save on space, which is why they won't work on *AMOS*. You can swap programs with the full commercial version of *Easy AMOS* and *AMOS* without problem.

NOT QUITE ALL

FROM: JAMES EMERY, BYFLEET

Is it possible to load pictures and animations from *Deluxe Paint III* into *AMOS*, to use in my programs? And how about using *Quartet* and *StereoMaster* soundtracks?



The *Easy AMOS* demos were crunched by Europress in order to take up less disk space. They don't load in *AMOS*.

You can easily load in IFF pictures into a given screen by using:

```
LOAD IFF "filename",screen number
```

Animations (ANIM files). *Quartet* and *StereoMaster* sound files are not supported by *AMOS* though. Sorry, it's strictly *Noisetracker* and straight IFFs only I regret.

WEIRD LOOKS

FROM: MICHAEL RICHARDSON, FELIXSTOWE

I have sussed out how to load my own IFF pictures, but they always look really strange. What am I doing wrong?



If you get this sort of horribly distorted off-colour picture, chances are you haven't opened your own custom screen.

You have to open a screen in the correct resolution with enough colours to display the picture. The form for doing this is:

```
SCREEN number, height, width, colours, res
```

n is the number of the screen (0 to 7 – 0 is the default screen) the height and width are in pixels, colours is the number of colours used, and res is zero for low resolution, $8,000 for high resolution. If you add 4 to this resolution number, interlace mode will be used. Then you can load in all of your IFFs and they will look all right!

To display a screen, use:

```
SCREEN SHOW number
```

And to remove a screen from being displayed, use:

```
SCREEN HIDE number
```

You have to HIDE a screen before you can SHOW it. Easy when you know how.

FALSE START

FROM: GRAHAM WHARTON, PRESTON

I can't decrunch the Extras disk properly! I format a disk, call it Extras and follow the instructions until I get it to:

```
Extracting: (32768) 76576 RAMOS1.3
```

A system request then asks for the Coverdisk (it's already in the drive) and then nothing, but nothing, works. I can't give out programs without RAMOS, so what do I do?

Don't format the disk using the Workbench to point and click. Instead, use this at the Shell:

```
Format Drive DF0: name Extras noicons OFS
```

That should do the job. Sorry for the oversight.

WRONG PLACE

FROM: ERIC BALDWIN, BARNET

I cannot get the Extras disk to decrunch. When I double click on the icon, my A1200 tells me that LHA cannot be found. Where is it? Has it been removed from Workbench 3?

It was never on Workbench – it's on the Coverdisk. You must be double clicking from your own Workbench. What you should do is boot the Coverdisk, and double click from there.

SLOW, NO, NO

FROM: SHAUN A LITTLE, SWINDON

Every time I want to load or save a file, the file requester takes ages to read in the whole disk directory. Is there a way to make it quicker? Can I save out *Noisetracker* music files for use in other programs? Finally, why can't I change the text in the *Scrolly Text* demo?



Many experienced *AMOS* programmers prefer to write their own file requesters, because the included one is naff.

The only way I've found to speed up the file requester is to click on the file name that I want as soon as I see it. No, you cannot save out *Noisetracker* files from within *AMOS*. You can only load them.

I have nothing concrete on the *Scrolly Text* demo, but I would imagine that some of the graphics are pre-calculated and so cannot be altered.

DEVPAC CONTINUED?

I regret that there is no Assembly source code for all you budding machine code programmers this month. This is for a very simple reason – we haven't got any!

And if we don't acquire any, there is a serious chance that the series will stop. Anyone with any source code should send it to; *Devpac* Continued, *Amiga Format*, 30 Monmouth St, Bath, BA1 2BW.

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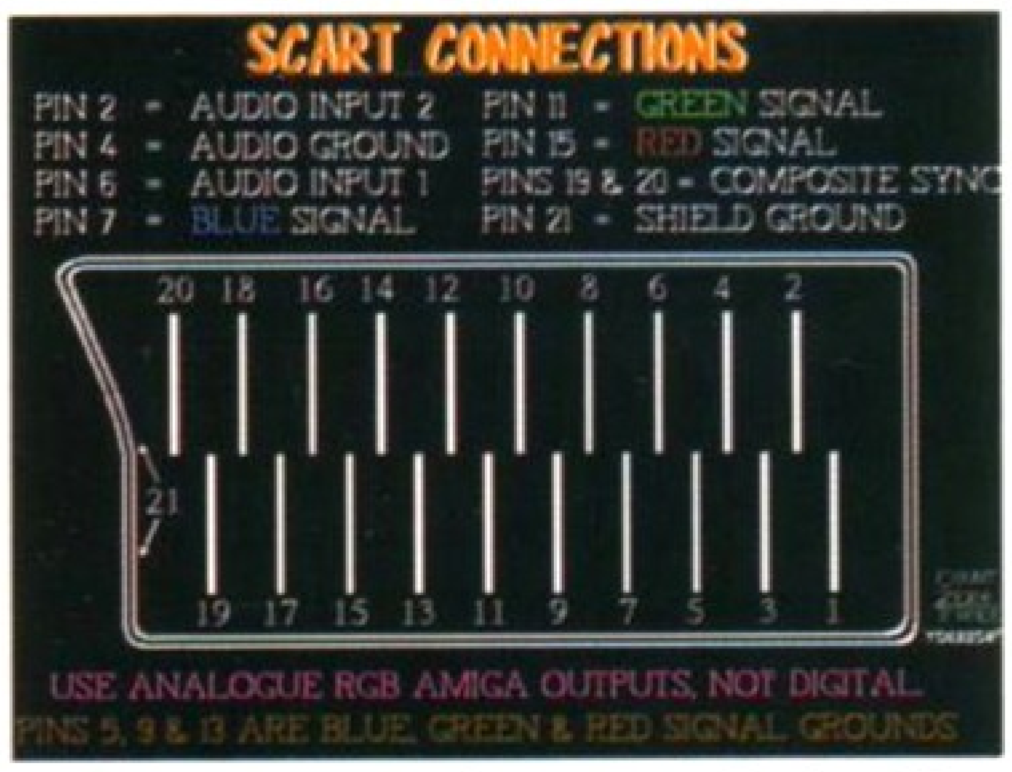
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Answerfile

Why do simple questions need complex answers? Well, they don't always, as you'll find out with techie-friendly **Pat McDonald**...

Q **Please could you print a wiring diagram for a SCART-to-RGB lead – in other words, how do I connect my Amiga to a SCART television?**



Many Japanese SCART sockets expect pin 8 to have 12 volts on it. Simply put a wire to pin 22 on the Amiga side.

A It's not quite that simple. There are three kinds of 21 pin SCART-like connectors. There's real SCART, Euroconnector and Peritelevision. They all look identical. So unless you consult your TV manual, there's very little hope of getting a cable to work.

Here are the connections you have to make. Connect the analogue Red, Green and Blue (RGB) outputs, the composite synchronisation signal (composite sync) and the video earth. In addition, there's a signal connector (usually pin 8 of the TV-side of the lead) which must have 12v on it. This is not to power the TV – it merely tells it that there's something plugged into the SCART socket. Add to this a pair of phono plugs to pump sound through the SCART connector (left, right audio signals and left, right audio ground) and you really are better off buying a ready-made SCART cable instead of building your own.

Q **I own an A1200, and I am unsure whether to get an FPU chip for it. What are the benefits? Will a lot of software make use of it?**

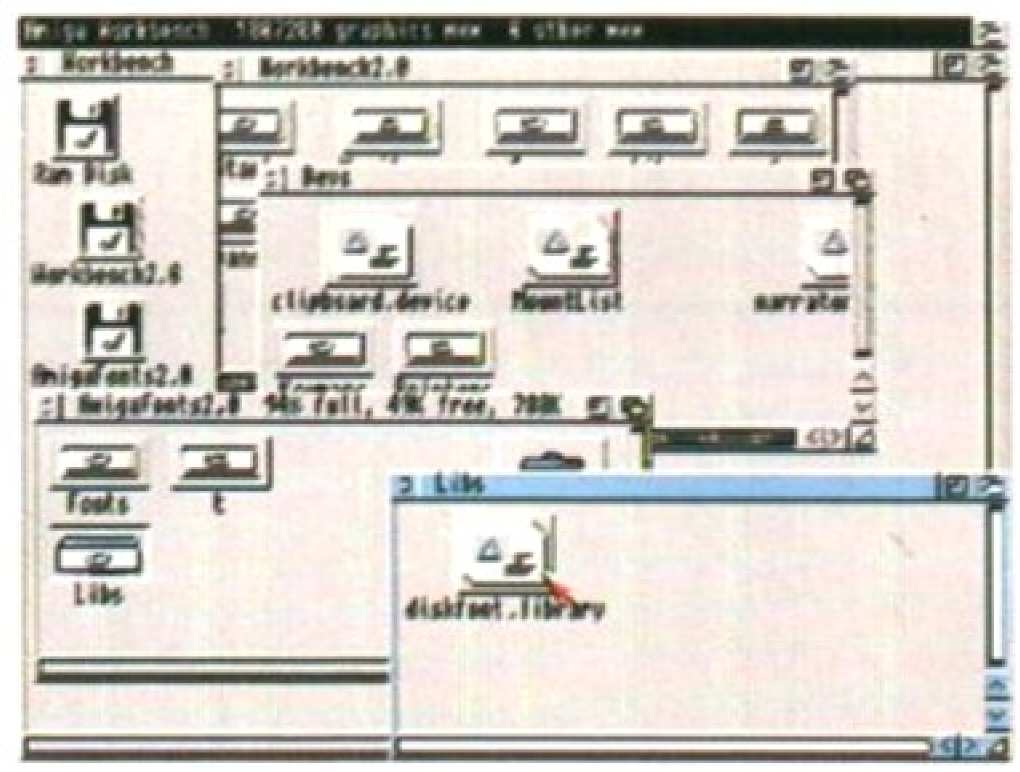
A The benefits are that you can run special versions of software that would take much longer to run without such a chip. Floating Point Units are designed specifically to perform maths on fractional, real numbers. The only software that really makes use of such chips are ray tracers (solid modelling programs) such as *Imagine 2*.

However, the situation may change gradually over time. If more machines have FPUs, then programmers will write more software to take advantage of them, which means even more machines will get FPUs – it's a technology spiral. The point is, with computer hardware, you are generally better off waiting until the price drops. As a final note though, hardware prices can (and sometimes do) go up instead of down!

Q **I have a lot of short samples on my hard drive. How do I go about playing them from the Shell or CLI?**

A You need a sample player program, such as *Play590*. This program was released on Coverdisk 19, but has since become widespread through the Public Domain. So if you want it, call around the PD libraries until you find one with that or a similar program. The advantage of *Play590* is that it was written to play samples from hard disks, rather than just being a general purpose sample player.

Q **How do I get the *Fountain* program to work on Workbench 2?**

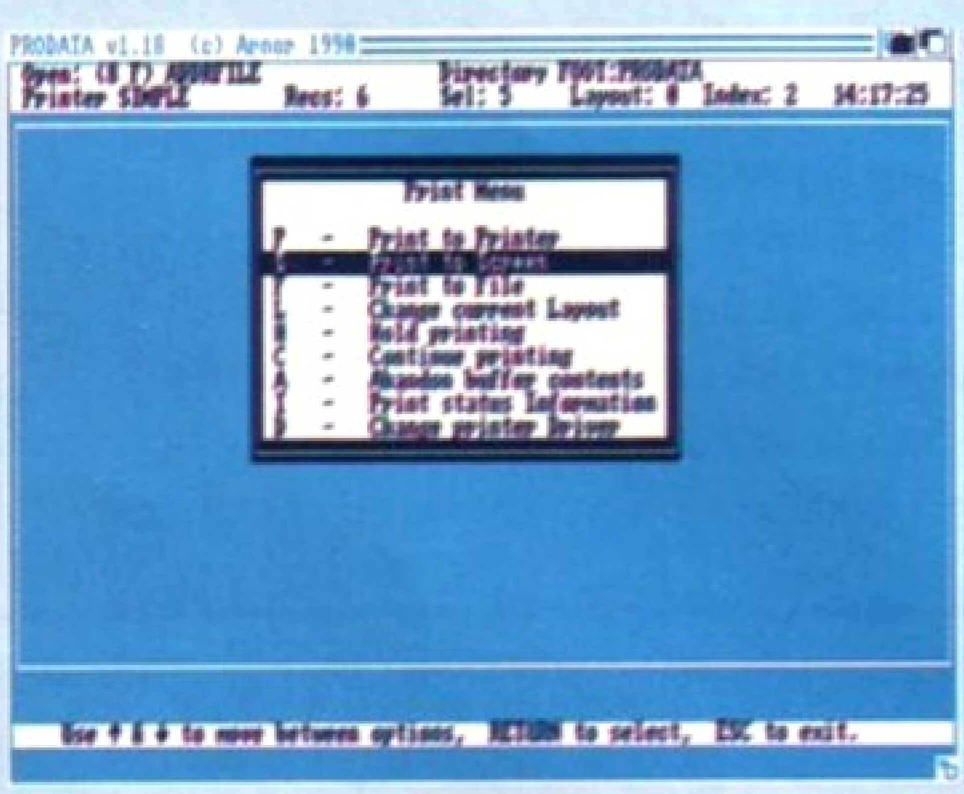


The *Fountain* program on Workbench 2 will not work without the right library from the Fonts disk.

A Copy the Diskfont.library file from the Fonts disk into the Libs drawer of a copy of the Workbench 2 disk, to replace the standard bitmapped Diskfont.library file. Just select Show/All files from the Windows menu, and click and drag the icon. The *Fountain* program will not work without the correct library though.

Q **I do a lot of word processing with my trusty A500 Plus and *Final Copy II*, but when I am using a lot of graphics on a page, the program tends to slow down quite a bit. I only have the basic machine, so would fitting an extra 1Mb of memory help solve this problem?**

PRODATA SPECIAL



Unless you select 'Print to screen' from the print menu, *Prodata* behaves very strangely indeed!

Q **How do I do an alphabetical sort?**

A It's complicated. The idea behind *Prodata* is that the database isn't changed. However, your view of the database – the layout – can be custom tailored to give alphabetic and numeric orders. These viewpoints are never updated on the database itself, because if you had a really huge database, then it could take hours for the program to reorder it.

Instead, you alter the index for a database. The index is just the same as an index in a book – it's a way of ordering the information without actually writing the book starting with all the words that begin with a, then the bs, then the cs and so on. OK, here's how you do an alphabetic index – there's one built in as a default to all databases, but you can change them easily. First, after you have loaded a database, press A to Alter it. Then select I for Index.

After that, you can view the current index, delete an index (you can have up to 99 different indexes per database) or create a new one. Press C to do the last one. The first thing that *Prodata* needs to know is which field to base the primary index on. For a name and address file, this should be set to the Surname field – that's field number one on the example database included. Next, the program needs to know what sort of order to perform on that field. You enter a number, from one to five; one means an alphabetic ASCII order; 2 means a numeric search; 3 is a reverse numeric; four is date order; and five is reverse date order. In this case, press one for a simple alphabetic search.

Nearly there – you also need to give a length for the order. The default is 15 characters, which is fine for most purposes. You can scan up to the first 45 characters, but most surnames are much shorter than that.

After that, you can add extra search fields (for forenames) so that if two people are called Smith, the program will search by the forename. These procedures read like Greek – sit down and play with the program as described above, and hit Esc to return to the main menu. Doing it is easier than explaining it.

Q **I can't ever seem to get *Prodata* to print the whole set of records. What exactly am I doing wrong?**

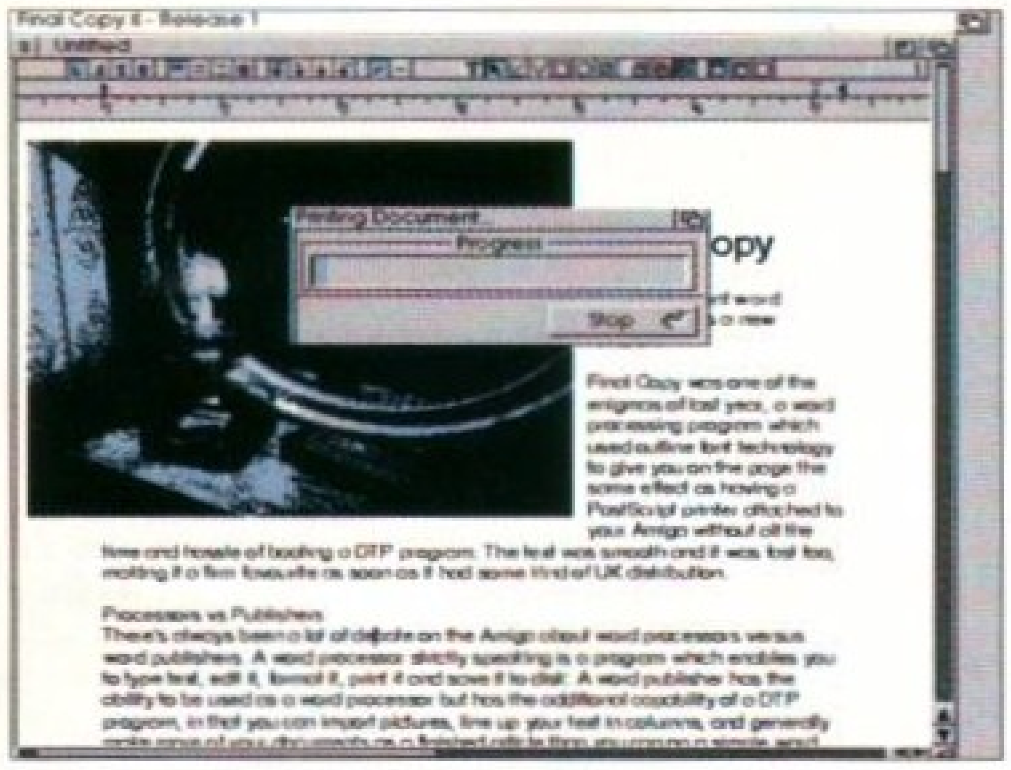
A You're almost certainly using the Display option from the main menu. This shows you the database before the Index is applied – the raw, natural state of the database. If you go to the Print menu, and select Print to Screen (or Print to Printer) then all selected files will be printed.

Q **When I add a record to the database, *Prodata* ignores it. Why?**

A This is probably because you haven't selected all the records. You need to keep the key on the left-hand side of the space-bar pressed down, and hit S at the same time. Notice how the number of Selected records (displayed top right) changes – set it to the highest value, and all records in the database will be included for searches and filters.

Q **How do you move from record to record?**

A Hey, the keys were printed on Page 14 of the *Prodata* issue (AF43). Check them out there! Basically, you just use the left and right cursor (arrow) keys – if you want to jump to the first or last record, hold down the Control key at the same time.



Adding extra RAM will not speed up any program, including the quite excellent *Final Copy 2.*

A No, it won't make the program any faster – it will merely let you put more graphics and detail on to your pages.

Q How do I put something out in the Public Domain, such as a game, demo, animation or a music track?

A Send it to as many different Public Domain libraries as you can. If it's good, it will travel (be copied and recopied). If it's not up to scratch, then the libraries probably won't be bothered to put it in their catalogues.

Q I have seen many examples of using the Assign command with a hard drive. Did you get it wrong in *Amiga Format* 42?

A Yes. Well, the idea was sound, but the example I gave was wrong. To get the version of *Octamed* given away on the Coverdisk working, the line should have had quotation marks around it. This is always the case with pathnames that contain spaces.

Q How does an optical mouse differ from an ordinary mouse?

A Optical mice have no moving parts, so they last longer. They have a smoother, but slower response. So, in theory, are slightly better for freehand drawing. The drawback is that you have to use optical mice on special mouse mats.

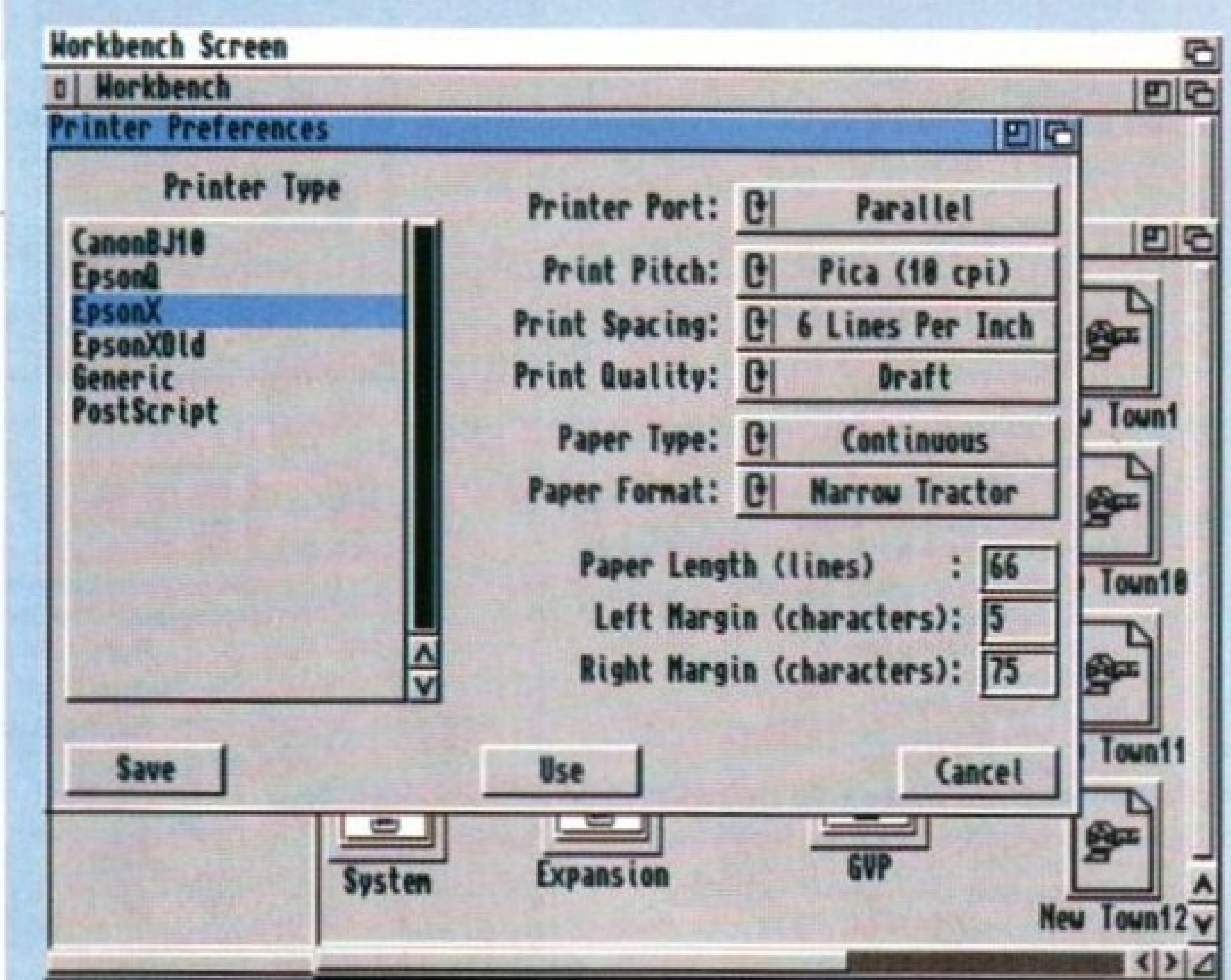
Q How about doing one Coverdisk devoted purely to utilities and Public Domain stuff?

A What is the point of supplying commonly available utilities and Public Domain disks when they are already available from Public Domain libraries? We do like to put serious programs on to the Coverdisk, but only because they're either necessary to all Amiga owners (such as virus checker programs) or because the programmer wants it that way.

Q Will there ever be a Motorola 68060 CPU chip, and will it be available inside Amigas?

A Yes, there will be a 68060. It will probably be built into high-end Amigas. A version of the A4000 with such a processor will probably happen. However, I doubt if it will enter into common usage until well into the next century. It promises a lot of calculation power, but the price tag will take many years to come down before Commodore will seriously consider fitting it to 'home' Amigas as a standard item.

In-depth explanation No 13: printers and drivers



This is the Preferences screen from Workbench 3. After you have copied any suitable drivers to the devs/printers drawer, then they will appear in the list of available printers. Other versions of Workbench use different programs, but the theory is pretty much the same. Oh yes, on Workbench 3 you have to copy the Prefs program icon to the RAM disk, and double click on it from there. This is because Workbench 3 wasn't fully tested to work on floppies only – for shame, Commodore!

1 The most important thing to remember is that there are thousands of different models of printer. To add to the confusion, there are different versions of Workbench, and the differences that usually occur are in the way Workbench handles printers. Using an older version of Workbench (say booting with *Deluxe Paint III*) can often fix printer problems temporarily.

2 You want to know about permanent fixes? Right, there are four files in the devs directory of Workbench called printer.device, parallel.device, serial.device and system-configuration. The last file is where details of your printer setup are stored. Using different versions of these can also fix printer programs with older software.

3 Printer drivers are special translation files. They translate the ANSI characters that the Amiga uses into the weird escape control codes that you'll find in the back of your printer manual. Because there are so many variants of printer, there are many kinds of printer driver. The best ones to try are EpsonX, EpsonQ, NEC Pinwriter and IBM ProPrinter. Do not think that you get all possible printer drivers free with all Amigas – often you have to search high and low to find the best (or sometimes only choice of) printer driver.

4 The drivers live on your Extras disk, in a drawer called Printers. To be usable by the Amiga, they have to be copied to a drawer called Printers in the devs drawer of your Workbench disk. If you are happy about copying files from A to B, using a program like *SID* or *Directory Opus*, then that's all you need. But if you don't know how to copy files from one disk to another, here are a few guidelines. Remember to do all changes to backup copies of your disks, not the originals!

5 Readers with older Kickstart 1.3 machines (you see a hand holding a disk when you switch on) have to use the Shell to copy these files from the Extras disk on to a copy of the Workbench disk. It's a good idea to wipe a couple of files from the disk first (the calculator say) in order to make space. See the 'Have a Banana' letter on Workbench for some guidelines on copying using the Shell.

6 Workbench 2 machines (A500 Plus, A600, later A1500s and the A3000) have it much easier. Double click on the Extras disk icon, and then select Show/All files from the Window menu. The printers drawer will appear – double click on it to see all the drivers. Then double click on the Workbench disk icon, select Show All files, and the devs drawer appears. Double click on this, and then click and drag your drivers across.

7 Workbench 3 owners (A1200 and wealthy A4000 people) should follow a similar procedure, except that your printer drivers are kept on the Storage disk (still in a drawer called printers) and you don't have to Show/All files because the devs drawer, printer drawer and printer drivers all have icons under the new system.

8 After you have copied the driver, you then have to make Workbench use it! This is not too tricky – you use the Printer Prefs program on Workbench 1.3, and InitPrinter on Workbench 2 and 3. Workbench 3 owners have to drag the icon for this to the RAM disk, and run it from there, due to a bug in Workbench 3. The same RAM disk procedure should be used for selecting keymaps.

9 One good point about the printer driver system is just about any program can work with any printer. Some programs, like *Protext, Prodata* and *IntroCAD* use their own custom drivers instead. However, many modern printers are not driven to their full capability by Amiga drivers. Printer manufactures tend to bring out new models of printers before anyone has a chance to write drivers for the current models.

10 In order to remedy this, some driver manufacturers like Citizen, Canon and Star are writing their own drivers. Panasonic will follow suit soon. If you want to get into writing printer drivers, then I recommend you get *Amiga Printers Inside and Out*, by Ralf Ockenfelds. It's published by Abacus, ISBN 1-55755-087-5 and costs about £20. Check out the advertisements to find a copy. The software included on the disk is widely available from Public Domain libraries (*Printer Driver Generator*) but the book gives you the full low-down on printers and drivers.

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If you have any problems with the technical side of your Amiga, with hardware or serious software, Pat McDonald will try to answer you in the mag. Or, if you have any advice for others or any handy tips to share, send it in and you could win a prize.
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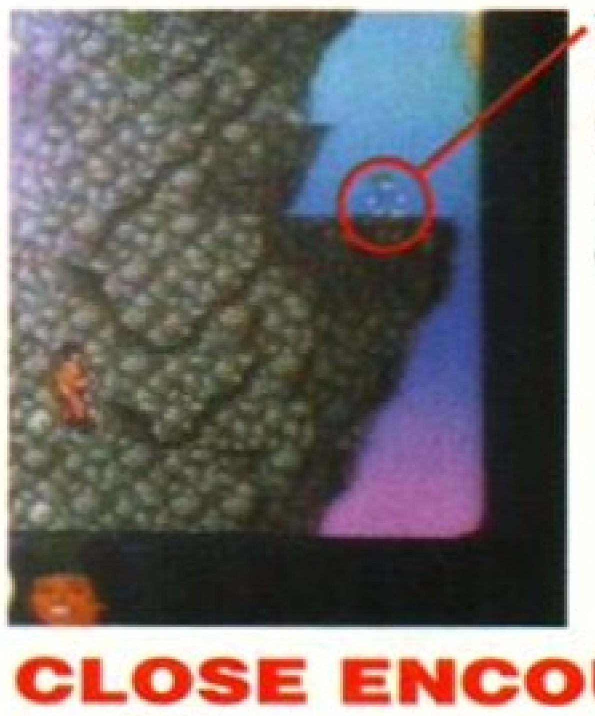
BEAM ME UP CAPTAIN

On the heart level of *Captain Planet* I spotted a lemming near the top of the mountain. *Captain Planet* is produced by Mindscape and *Lemmings* by Psygnosis, so I'm not entirely sure how it got there, are you? (I have enclosed a picture of it for you.)

Keiran Harris, Carluke

We have to say, we don't know how he got there either. But these lemmings chaps certainly do seem to get about a bit. After originating on the Amiga, they have spread to the Mega Drive, the SNES, the Game Boy, the Game Gear (I must admit I was so thrilled with the idea of portable Lemms *I even bought one), the PC and the Mac. But all those systems are just pretenders, remember it was the Amiga where* Lemmings *started, and it's on the Amiga where they'll always belong.*

The solitary lemming that you found in Captain Planet *is certainly a bit lost, though, because lemmings usually travel in tribes.*



There's no getting around the fact, there really is a lemming in *Captain Planet*. After all we all know that the camera never lies.

CLOSE ENCOUNTERS

I would like to express my severe dismay and disgust at the insert that slipped out of my innocent-looking *Amiga Format* last month. No, not the one from the Home Computer Club, the much more sinister offering from Encounters book club.

The very name conjured up visions of an occulty nature, and a brief look inside the leaflet confirmed these suspicions. Although some of the books offered within seemed innocent enough, many more were of an extremely dodgy nature, for example tarot cards, runes, spells, an atlas of magical Britain, explorations of near-death experiences and many other very dubious publications. Reading disdainfully on, I found continuous mentions of such matters as reincarnation and dream interpretation.

To offer such material to the mainly young audience that your magazine entertains is, at best, highly irresponsible, and at worst, a very dangerous and hypocritical marketing ploy. Would you let your kids read these books?

Stuart Hogg, Glasgow.

To answer your last point first. Yes, I would most definitely let, indeed encourage, my children to read these, and any other publications which opened their minds to new ideas.

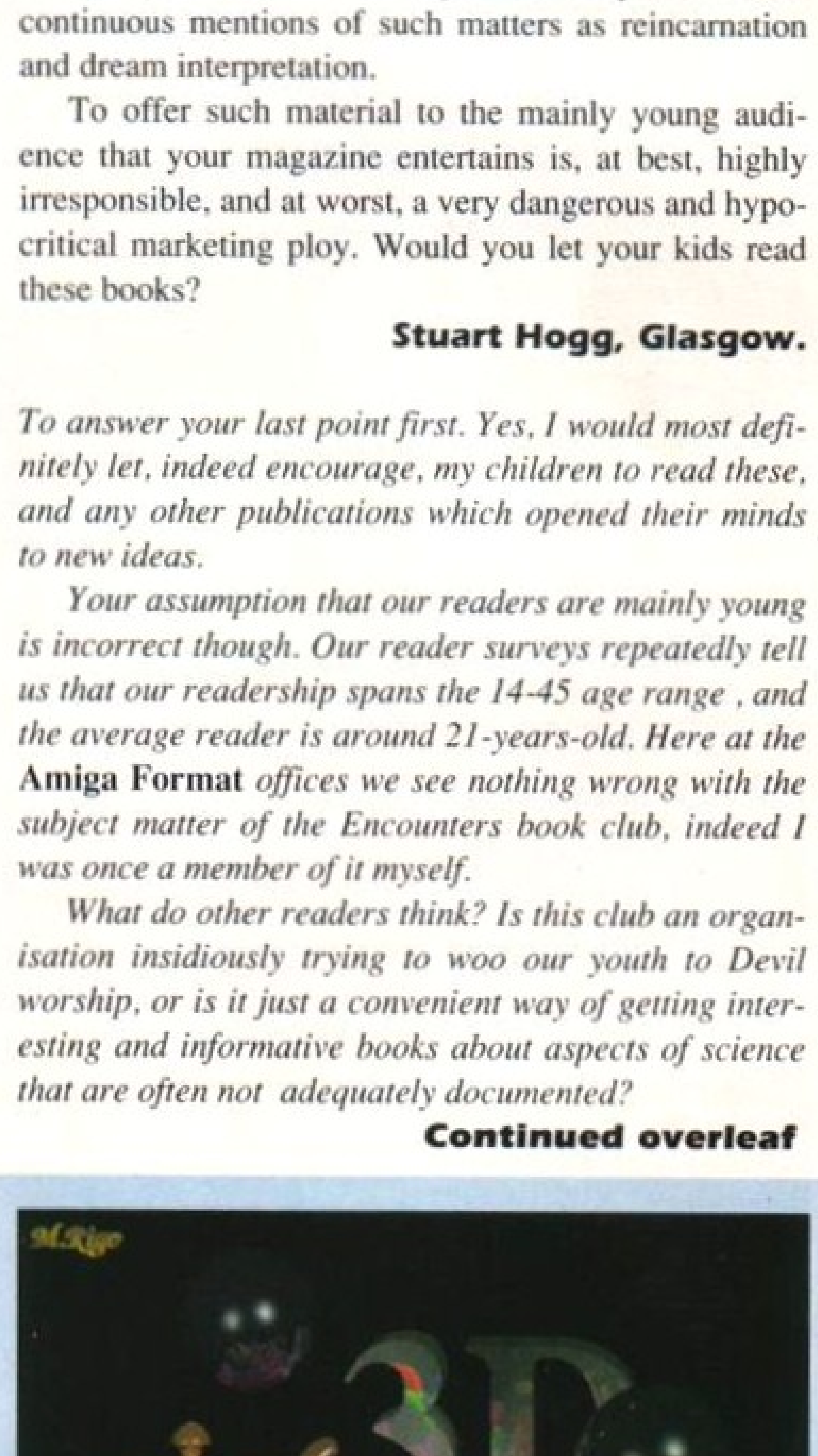
Your assumption that our readers are mainly young is incorrect though. Our reader surveys repeatedly tell us that our readership spans the 14-45 age range , and the average reader is around 21-years-old. Here at the **Amiga Format** *offices we see nothing wrong with the subject matter of the Encounters book club, indeed I was once a member of it myself.*

What do other readers think? Is this club an organisation insidiously trying to woo our youth to Devil worship, or is it just a convenient way of getting interesting and informative books about aspects of science that are often not adequately documented?

Continued overleaf

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Got a picture you're proud of? Send it in, see it in print and win an *Amiga Format* binder! Since Letters is where you get to contribute your words, we thought it would be the perfect place to see your pictures on display too. The best image every month will win a huge (and we're talking big here) poster printout, courtesy of Max Graphics of Cardiff – worth a massive £80. Send your entries on a floppy disk to The Gallery, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.



3D by Michel Rigo from Belgium.

WHAT'S IN A NAME?

In ***AF***43 you seemed to decide how much coverage a game got by how much hype the game had received, even though the game might not actually be any good. *European Rampage Tour* by Ocean got a measly 18 per cent but got a whole page. I get the impression purely the game's name warranted it a page review while *AV8B Harrier Assault* by Domark earned a respectable 60 per cent yet it got a mere quarter page. Was this because *AV8B* wasn't as hyped up or advertised as much as *WWF*?

Don't you think that this is a little unfair?

Scott Simpson, Stonehaven

We do bear the hype in mind when we decide how much space to give a game. Not so as to collude with the software houses, but rather to give our review as much chance of getting noticed as the adverts have had. If a big software house has spent three months and thousands of pounds building up people's expectations to a game, and then it isn't very good, we have a duty to tell them that it's not very good.

If we just do it on a quarter page, it may get somewhat overlooked, and many people will waste their money. If it's a smaller and less-hyped game, there is less chance that people will buy it without referring to the reviews first, so it doesn't need to be given as much space. We do give a lot of consideration to how much space each game is given, after all we only have a limited number of pages, and there are so many games out there to review.

SPECIAL PRICE

I am writing to enquire about how you can charge the same for *The Amiga Format Special* as your normal magazine. I recently compared the two publications and came to the following conclusions.

- The mags had virtually the same number of pages
- ***Amiga Format*** had two Coverdisks on it, one of which was a complete program. *The Amiga Format Special* had none.
- Both magazines cost £3.95

I think that the price of *The Amiga Format Special* should therefore be cheaper, because I cannot see that anyone would want to buy *The Specials* if they had to choose between the two.

I also read that you are going to revert to having one Coverdisk, please don't. Why not fill up the second disk with the latest and greatest from the world of PD. It would cost nothing, and I'm sure the PD programmers would be glad of the publicity. This would also mean you could keep the price at £3.95 since you would still have two Coverdisks.

Ben Hiett, Cheshire

While comparing The Specials *and* Amiga Format *did you also come to these conclusions.*

- The Special *is printed on better quality paper with thicker covers than* Amiga Format, *to give it a more book like feel, and make it more durable.*
- The Special *has a greater number of editorial pages, which are of direct use to the reader.*
- The Special *is an invaluable reference work, which takes many more man hours to collect and collate than an issue of* Amiga Format. *Why not compare it in price with say* The Guinness Book of British Hit Singles, *which is just a list of computer-collated data, but many people happily pay £10 for it. The first* Special, The Complete Software Guide, *has become a bible here at* Amiga Format, *and we are all looking forward to the next one,* The Encyclopaedia of the Amiga.

On the second disk front, it would not have been possible for us to continue selling Amiga Format *for £3.95 with two disks under any circumstances. The EEC have introduced a levy on Coverdisk media (the disks themselves), and it would force us to increase the price of each magazine by about 10p per disk. Rather than us fill an entire disk with PD software, it is probably better that readers decide what they like, (using the reviews in Demo Zone and PD Update of course) and purchase it for themselves. The good thing about PD is that there's so much of it, and it's so cheap.*

COMPACTER DISCS

I think you were a bit quick off the mark to dismiss the potential of the Sony Mini Disc in your reply to the letter of Amer Butt (***AF***43). Granted the Mini Disc would not be able to store as much data as a compact disc, but I estimate that it would hold around 100 Mb, which is still a sizeable amount. A medium such as this could easily replace hard disks as well as floppies.

As for piracy, at present you would need at least £900 worth of equipment to copy a Mini Disc, though by the time it was used for computing purposes I suppose this would have dropped considerably. For any pirate who doesn't invest in a Mini Disc system the deterrent of size would still exist, 100 floppies being required to pirate one Mini Disc.

John Dickinson, Cumbria

We agree that Mini Disc cannot be completely discounted as a storage medium for computer users. But the Amiga already has its own rewriteable magneto-optical storage system, supplied by Power Computing and reviewed last issue. These systems use disks of a similar size and appearance as conventional floppy disks (but a bit thicker) and can store up to 120 Mb on each disk. So while Mini Disc could offer the same features as this system, there is no real need for it.

Pirates would not try to copy a magneto-optical disk on to floppies, they would simply copy them on to another M-O disk, if they are to replace hard drives they will have to be re-writeable. So the "deterrent of size" would be removed.

WHO SAID THAT?

After playing Gremlin's excellent *Lotus 2*, I decided to 'rip' some samples by resetting the machine and searching through chip mem using *Audiomaster*. All the game samples were intact in one long sample as you often find. What I did not expect to find was a very quiet sample in a very menacing voice saying "You will not copy this game". It was only audible after slowing it down and increasing the amplitude of the wave form.

It then occurred to me that this sample is probably used in the soundtrack of the game. I understand that subliminal advertising is strictly prohibited because of its effectiveness. When the sub-conscious mind registers a message that the conscious mind doesn't, the individual is tricked into assuming that it originated from within themselves. Experiments have been done where a subliminal message instructing people to purchase a soft drink has been flashed for one frame of a film, and a decent percentage of the audience followed the instruction.

Usually I will make a back-up copy of the few games that I have, but for some reason I did not try to back-up *Lotus 2*, This may be because of the trouble I had in backing up *Lotus 1*... but maybe not.

As you can guess, I wondered how many other game soundtracks may have subliminal suggestions within them. What if hackers were to pirate a game and include in the soundtrack a sample suggesting that players should "Go and kill your parents" or even worse "Throw your Amiga out of the window"?

I don't know how the law stands, I know some shops use subliminal suggestion to deter shoplifters. But where is, and where can the line be drawn?

Mark Adams, Bexley

The big problem with subliminal advertising (from an ad exec's point of view) is that it can only act as a catalyst. If you are already predisposed to a certain course of action, say buying a Coke for example, subliminals can push you over the edge and make your mind up for you. On the other hand, if you were directly opposed to something, they cannot persuade you to take that action. Subliminals could not persuade a vegetarian to eat meat for instance.

In the case of Lotus 2 *however, we think it was probably just the programmers having a bit of fun. Though anything that helps stop piracy can only be a good thing. We doubt that anyone would wish to exalt people to do something criminal or simply pointless like trashing their Amigas.*

NOT VERY FUNNY

While waiting for ***AF***44 to come out, I decided to flick through ***AF***43 to see if I had missed anything. Turning to Pages 150-151 I found *The Publisher* review, and

Continued overleaf



Chess by Colin White from Runcorn.



Lemming by Douglas Begg of Glasgow. Lemmings are © Psygnosis



Alien by W Williams of Portsmouth.

OUR REVIEWERS ARE ALWAYS RIGHT

I am writing to you about your policy of reviewing games, in particular *Sensible Soccer 93*.

In *AF36 Sensible Soccer* received 91 per cent, and was reviewed by Tim Smith. Yet in *AF42* , the same reviewer gave *Sensible Soccer 93* 80 per cent. The question I am asking is how can a game such as *Sensible Soccer* in five months degenerate by 11 per cent?

Another point I must raise is that in the same issue that *Sensible Soccer 93* was reviewed you gave away a taster sample of your sister magazine *Amiga Power*. In this, *Sensible Soccer 93* was also reviewed and received 94 per cent. Stuart Campbell, who reviewed it even went as far as to say... "The best Amiga game ever"

Your footnotes for Sensible Soccer said "Lovely control system" but the same reviewer in the assessment of *Sensible Soccer 93* said that he had not quite managed the play of the game because it was all one touch. If your reviewer had taken the time to sit down and practise a little he would have discovered that *Sensible* and *Sensible 93* are the greatest games ever, and the tweaks given to *Sensible 93* should have added 4 per cent to the score rather than minusing 11 per cent.

Richard Conway, North Shields

Tim Smith says: "I can understand your worry about Sensible*'s drop of 11 per cent, let me explain. The original was indeed well worth a Gold, ergo all subsequent upgrades had to live up to that standard. In order to do as well,* 92/93 *had to be better than the original (or why pay out again for it?).* Sensible 92/93 *was not noticeably better, so we could not give it a Gold. Nevertheless, the software house, game, and concept are all still brilliant."*

Having played a demo of *Nick Faldo's Golf*, and finding that it was virtually unplayable, I was astounded to see it given 90 per cent in *AF43*.

At the speed that the swing travels (about 90 mph) I have a job to single click in the shot area, let alone double click. I have average eye sight and reflexes, but was your reviewer Nigel Mansell using another name?

In future, with games costing £35, please put more emphasis on playability. I predict 95 per cent of purchasers will take the game back for a refund.

AW Thompson, Burton on Trent

Andy Nuttall, reviewer of Nick Faldo's Golf *replies: "I must say I'm surprised at your letter, partly because you're comparing a playable demo to a complete game, and partly because you don't seem to have spent long getting used to the control system. You can't expect to just wade in and get a hole-in-one, just as you can't in real golf.*

This is not an arcade game, but a complicated simulation which in our opinion is the closest to real golf ever seen on the Amiga. We spend several days (or weeks) on a game, and give judgement based on this, and playability rated very highly on our list of important factors. In this case, most of my colleagues here at Amiga Format *seem to agree with me.*

We are not aware of any shops having people return the games, so your estimate of a 95 per cent return rate seems a little unreal."

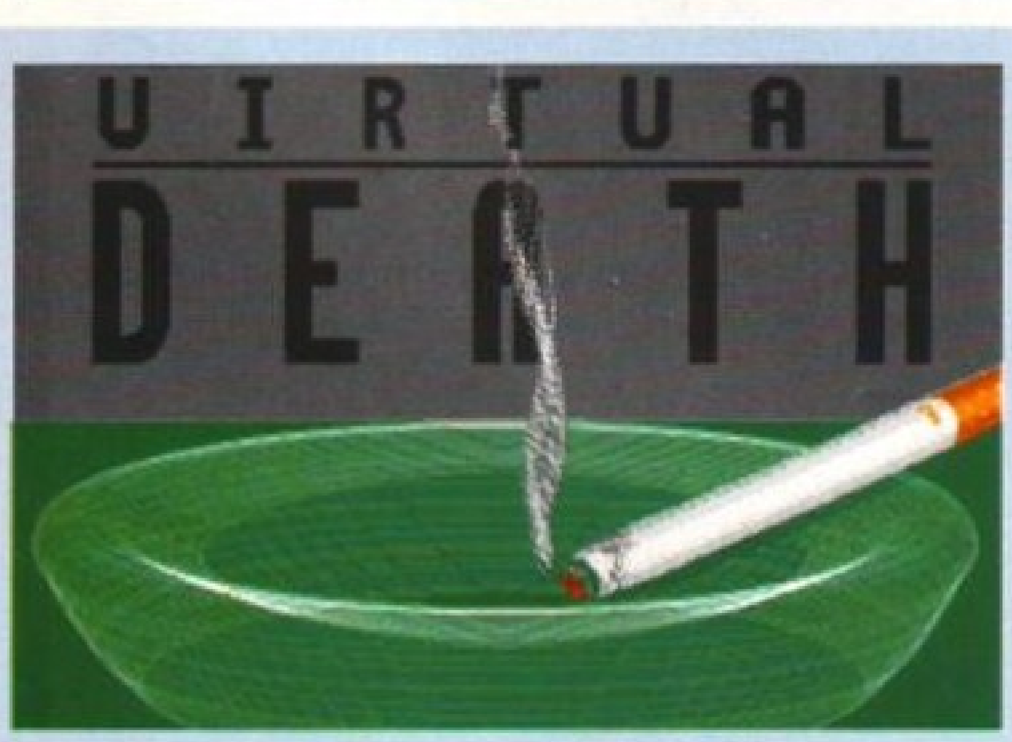
Why do all your reviewers hate beat-em-ups? Not just mildly dislike either, but really hate them. By beat-em-ups I mean true beat-em-ups like *Final Fight*, *Panza Kick Boxing* and *Pitfighter*, not *Zool* types (excellent as it is). I have never, ever seen a good review for one, with the exception of the highly regarded *IK+* (which isn't that good).

Final Fight deserves at least 85 per cent, possibly more. Please do not forget there are people who like playing a mindlessly violent game with a mate.

Krispin Spanos, Herts

Our reviewers don't dislike beat-em-ups, just look at the score Streetfighter 2 *received in* AF43*. It's just that by and large, beat-em-ups are crap. It is an old and tired format, and unless a program is really something special, it probably deserves a kicking.* IK+ *got good reviews when it was released because it was an outstanding game, today it would fair much worse.*

The worst thing about beat-em-ups is all the 'young adults' down the local bar playing Streetfighter 2*. When they get in the way of the pinball table, I'd like to take them outside and show them what streetfighting is all about.*



Virtual Death by Neil Gascoyne of Chesterfield.

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Next month Issue 46 May 1993

Cyberpunk!

There's a brave new world called the future, but everything you've ever read about it was written in the past. Which makes the future now. This is yesterday's tomorrow, and you are at the spearhead of a technological revolution. Your Amiga gives you the power to access a wealth of information from all around the world.

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Cyberspace – yesterday!

More morphing

It's a bit of a trend in computer graphics at present to take one picture and squash it up and fade it into another picture. Michael Jackson did it in his video, and *Terminator 2* did it all over the place. This impressive technique is called morphing, and of all the home computers the Amiga is the best at it. Next month we're going to do a full round-up of all the programs that can morph, and show you how good they are at it. Plus we'll be taking a look at how the Amiga is changing attitudes in Burbank, America's TV City.

IDE try again... (if I were you)

Last month we promised you that this month we would have a complete round up of IDE drives for your machine. But we didn't. Erm... sorry. Next month, though, we really will have the low down on what you can get on the hard-drive front to put inside your A1200/600. We tell you how it will affect your warranty, and which companies will offer you an alternative one.

Waiting for you at your local shop from **April 8!**

reading the small messy print in the main picture I was interested to see:

"I just hope that all you readers out there can't read this. If you can, then chances are I'm in big trouble because it contains lots and lots of swear words."

Where were the swear words, and who have I just got into big trouble? That's what I want to know.

Andrew Pike, Peterborough

Rest assured that if there really had been lots of swear words in The Publisher *review, a certain Mr Jason Holborn (one-time* Amiga Format *tech ed, and bon vivant) would now be looking elsewhere for an opportunity to display his incisive wit and writing talents. As it was, he was just trying to be funny, and who can blame him for that?*

LEMMINGS

I must admit that I was greatly impressed by the demo of *Lemmings 2 – The Tribes* on the recent Coverdisk. However, I was a little disappointed to find that it did not feature my favourite species, namely the dismal swamp bog Lemming Synaptomys Cooperi Helaletes of North Carolina, USA. Do you happen to know if it appears in the full game?

Dr Ian J Winfield, aged 33 3/4, Cumbria

PS This is definitely not a hoax, I am paid to know about these things.

Next!

STOP SMOKING

I am going to treat myself to a new A1200. Does this make HAM8 my New Year's resolution?

G Miller, Dover

Next!

MAN OR A MOUSE

I subscribe to your magazine because of its wide breadth of information and the fact that I can learn more about the Amiga and all forms of computing.

I was reading your article, How it Works, which should be retitled How the Ed Thinks It Works, and found that there were two errors:

- a mouse doesn't have micro switches (except for the buttons), I imagine it would be something like a rat with a zimmer frame if it did. Movement is controlled by the slot wheels rotating between an LED and a photo transistor. These parts were very clearly shown in your nice picture.
- The joystick pictured, and all the joysticks I have ever owned have only four switches, not eight. The diagonal movements are made with a combination of two directions at once.

I expected better of you Ed, or is it a deliberate mistake? I hope this letter doesn't sound too smug.

Ian Booker, Harrogate

You, and indeed the other 23,972 people who wrote in to point out these errors, are quite correct. Damien couldn't tell the inside of a peripheral from the inside of a paper bag, and can't punch his way out of either. For his sins we have exiled him to a small glass-walled office where he can see the real world, but not interface with it in a meaningful manner.

And yes it does, by half.

NIGHTMARE GMX-1

I have just read your review and am horrified by the inaccuracies.

How does the reviewer come to the conclusion that the GMX-1 "performs well"? Were any timing tests carried out? Was the GMX-1 compared with an equivalent sound module from a competitor? Obviously not, otherwise I assume that these would have been mentioned. I would take real issue with Mr Jackson over his comment about the sound quality. In nearly six years of reviewing MIDI equipment, I have never heard a synth with a poorer sound quality. The samples are very grainy, probably due to low sampling frequencies and poor D/A converters.

In referring to the new G-MIDI standard, I assume your reviewer means General MIDI or GM, introduced in 1990 – new? His comments about being able to create songs, play them back on a different G-MIDI machine and still get the right type of instrument playing the right bits of the song are terribly naive, did Mr Jackson play a song file on the Roland Sound Canvas and then the GMX-1. Obviously not, had he done so he would have heard that the balance of the instruments was completely wrong because Dream have not followed the G-MIDI specification, a copy of which I can only assume that Mr Jackson does not have.

According to the manufacturers, the GMX-1 has 20-note polyphony. Independent tests have shown that the actual polyphony is 16 notes. Either way it is necessary for a synth bearing the GM logo to have a polyphony of 24 voices. Consequently the GMX-1 should not have a GM logo at all. If your reviewer had done his homework, he could have pointed this out. The result of this is that people who purchase MIDI files created to GM spec will hear notes cutting off when played back on the GMX-1.

Did the reviewer even attempt to test the speed of the GMX-1? I very much doubt it. In which case how can he make a comment such as "As fast as any other MIDI device"?

It appears to me that the person reviewing the GMX-1 has no real idea of how to work with a sound module. *Amiga Format* will have to shoulder the responsibility of people buying the GMX-1 through what I believe to be gross misrepresentation. As a reviewer I refused to review the GMX-1 for *ST Review* or *Music Technology*.

Future Publishing have a great deal to answer for in generating interest and credibility in a sound module that should never have been launched into the music marketplace in the first place.

Vic Lennard, Director UK MIDI Association

Had we compared the GMX-1 with any of the numerous sound modules we happen to have lying around the Amiga Format *offices, we would have found that it was considerably less expensive than even its nearest competitor. As it was we recommended it for the casual musician or beginner, and pointed out that it may well be outgrown in around a year.*

On the subject of speed, a car driver doesn't have to put every vehicle he ever tries to the stopwatch to know whether it is fast or not. Experience enables one to make a subjective judgement. It was by these methods that Neil (we prefer not to refer to him as Mr Jackson) made a judgement about the GMX-1, and while I would not take issue with some of your very well-researched technical data, Amiga Format *still would not hesitate to recommend the GMX-1 to the novice Amiga musician.*

We do find it hard to imagine why as a reviewer you would turn down the opportunity to review any piece of hardware, especially when it would give you the chance to warn the world about the evils of a piece of equipment that you so obviously despise. We also feel that in a free-trade environment, it is up to the public, not a reviewer such as yourself, to decide which items should or should not have been launched into the marketplace. That verges on censorship.

AND THE WINNER IS...

THE PSYGNOSIS SUPERHEROES COMPO

The winner of the Super *Superheroes* Compo was Miss Lisa Doughty of Leicester who wins a family ticket to the Granada Studios Tour and a bumper collection of 10 *Superheroes* videos. She and the people listed below also get a copy of *Superheroes*, Psygnosis' new beat-em-up, which lets you create your own characters to do battle with. Winners are Andy Till of Wimborne, H Bednarz of Stafford, Alistair Sturrock of Stevenston, JS Smith of Sheffield, Aryan Jogiya of Isleworth, Paul Meanwell of Birmingham, M Leiberman of Hornchurch, Christopher Farrow of Spennymoor, Adigua Arnaud of Amsterdam, Lee Russell of Forest Gate, Kunal Pradhan of Loughton, Harjit Singh of Huddersfield, Alex Mackey of Woking and Edmund Ward of Orpington.

AMIGA FORMAT LIVE

The lucky winners of a pair of tickets to the *Amiga Format* Live show to be held at Wembley from the 7 to 9 May 1993 are John Lawson of Bristol, J Fabien of Thetford, John Van Walwyk of London, Matthew Cutler of Oxford, T Williams of Newport, Gareth Watkin of Broadstairs, Scott Newman of London, Yvonne Gringham of Camberley, Anthony Dearnley of Rochdale and Michael Pratt of Yeovil.

Spot the shot 44



Do you know which Amiga game this is a portion of? Then send us a postcard and you could win a T-shirt. Just put your name, address and the name of the game on the card and post it to us at the following address: Spot the Shot 45, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW. The first correct entry out of the hat every month will win a fabulous *Amiga Format* T-shirt!



The winner of Spot the Shot 43 is Ms Liza Lojik from Baildon in Yorkshire. Liza, who correctly identified the section of the grab above as *Lethal Weapon* has the best name of any entrant ever. T-shirt coming soon Liza.

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- Citizen Swift 9 + Colour Upgrade £195
- Citizen 24OE £299
- Starjet Bubblejet Printer, SJ48 .... £229
- Canon BJ10EX £222
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Have your say in Amiga Format!

AT LEAST ONCE a year, we try to find out just what you, the reader, thinks of *Amiga Format* and how we can change it so that it will suit you better. It's very much your chance to have a say in what the magazine covers. We'd also like to know a few things about you and your Amiga, so that we can make sure all our coverage is appropriate for you. Please take five minutes to fill this in and get it back to us – that way, you ensure that you get the magazine you want!

Please answer the questions then put this page in an envelope and send it to: *Amiga Format* Reader Survey, 30 Monmouth Street, Bath, BA1 2BW. Thanks very much!

1. Are you…?
- a) Male ❑
- b) Female ❑

2. How old are you?
- a) 11 or under ❑
- b) 12 to 16 ❑
- c) 16 to 18 ❑
- d) 19 to 25 ❑
- e) 26 to 40 ❑
- f) 41 or over ❑

3. Do you like Amiga games?
- a) I buy and play games ❑
- b) I play games, but I never buy them ❑
- c) I never play games ❑

4. Where do you live?
- a) London or SE England ❑
- b) SW England ❑
- c) Midlands ❑
- d) Wales ❑
- e) NW England ❑
- f) NE England ❑
- g) Scotland ❑
- h) Northern Ireland ❑
- i) Europe ❑
- j) Rest of world ❑

5. What do you do?
- a) At school ❑
- b) At college or sixth-form (16-18 yrs old) ❑
- c) At Uni, Poly or higher education (18+ yrs old) ❑
- d) In full or part-time employment ❑
- e) Not currently employed ❑

6. If working, how much do you earn a year?
- a) Less than £6,000 ❑
- b) £6,000 to £9,999 ❑
- c) £10,000 to £14,999 ❑
- d) £15,000 to £19,999 ❑
- e) £20,000 or above ❑

7. What model of Amiga do you have? (Tick more than one if need be.)
- a) A500 ❑
- b) A500 Plus ❑
- c) A600 ❑
- d) A1000 ❑
- e) A1200 ❑
- f) A1500 ❑
- g) A2000 ❑
- h) A3000 ❑
- i) A4000 ❑
- j) CDTV with keyboard ❑
- k) CDTV without keyboard ❑

8. If you've got an A500, A1500 or A2000, have you upgraded your Kickstart/Workbench? Would you like to?
- a) Have upgraded ❑
- b) Planning to upgrade ❑
- c) Unsure about upgrading ❑
- d) Don't want to upgrade ❑

9. If you've added RAM, how much do you have in total in Megabytes (eg 1.5Mb, 6Mb)? If you've got more than one Amiga, specify your main one.

____

10. What's your favourite type of game?
- a) Platform games ❑
- b) Simulations ❑
- c) Shoot-em-ups ❑
- d) Beat-em-ups ❑
- e) Adventure/RPGs ❑
- f) Strategy, god games or wargames ❑
- g) Driving games ❑
- h) Sports games ❑
- i) Puzzle games ❑
- j) None at all! ❑

How often do you buy full-price (£14 or more) games? How often do you buy budget games or compilations?

	11. Full-price	12. Budget
a) Once a week or more	❑	❑
b) Two or three times a month	❑	❑
c) Once a month	❑	❑
d) Once every two or three months	❑	❑
e) Occasionally	❑	❑
f) Never	❑	❑

Which of the following kinds of hardware do you own? Which do you intend to buy?

	13. Own	14. Intend
a) CD-ROM drive	❑	❑
b) Extra floppy disk drive	❑	❑
c) External hard drive (A500)	❑	❑
d) Internal SCSI hard drive	❑	❑
e) Internal IDE hard drive	❑	❑
f) Internal RAM expansion	❑	❑
g) External RAM expansion	❑	❑
h) Accelerator	❑	❑
i) 24-bit graphics card	❑	❑
j) Pseudo 24-bit system	❑	❑
k) PC Bridgeboard/emulator	❑	❑
l) Replacement mouse	❑	❑
m) Joystick	❑	❑
n) Modem	❑	❑
o) Genlock	❑	❑
p) MIDI interface	❑	❑
q) Sound sampler	❑	❑
r) Video digitiser	❑	❑
s) Printer	❑	❑
t) Monitor	❑	❑
u) TV used mainly as monitor	❑	❑

How much do you think you have spent on Amiga hardware (including the Amiga) in the last year? How much will you spend in the next year?

	15. Last year	16. Next year
a) Less than £30	❑	❑
b) £30-£50	❑	❑
c) £51-£100	❑	❑
d) £101-£200	❑	❑
e) £201-£400	❑	❑
f) £401-£700	❑	❑
g) £701-£1000	❑	❑
h) More than £1,000	❑	❑

Which of the following types of non-games software do you own (not including PD stuff)? Which do you intend to buy?

	17. Own	18. Intend
a) Deluxe Paint III	❑	❑
b) Deluxe Paint IV	❑	❑
c) Other paint	❑	❑
d) 3D graphics	❑	❑
e) Structured drawing/CAD	❑	❑
f) DTP	❑	❑
g) Database	❑	❑
h) Spreadsheet	❑	❑
i) Accounts	❑	❑
j) Video titling	❑	❑
k) Word processor	❑	❑
l) WP plus graphics	❑	❑
m) Comms	❑	❑
n) Music	❑	❑
o) Educational	❑	❑
p) Programming	❑	❑

Roughly how much money do you think you have spent on non-games software in the last year? How much do you think you will spend in the next year?

	19. Last year	20. Next year
a) Less than £30	❑	❑
b) £31-£60	❑	❑
c) £61-£100	❑	❑
d) £101-£150	❑	❑
e) £151-£200	❑	❑
f) £201-£300	❑	❑
g) £301-£400	❑	❑
h) More than £400	❑	❑

Do you own any of these other machines? Are you considering buying any of them?

	21. Own	22. Might buy
a) Sega games console	❑	❑
b) Sega hand-held	❑	❑
c) Nintendo console	❑	❑
d) Nintendo hand-held	❑	❑
e) IBM PC or compatible	❑	❑

23. Are you planning to upgrade to an A1200, or another model with the AA chip set?
- a) Yes, right away ❑
- b) Yes, this year ❑
- c) Yes, eventually ❑
- d) Not bothered ❑

24. How long (in months) have you had your Amiga?

____

Continued overleaf

25. How many issues of *Amiga Format* have you bought to date, including this one. How often do you read the magazine?

______

a) Every month ❑
b) Usually, but sometimes I miss it ❑
c) Only when it looks particularly interesting ❑
d) This is my first issue ❑

26. What usually makes you decide to buy *Amiga Format*? (Please tick only one.)

a) I always get it ❑
b) I get it if what's on the cover looks interesting ❑
c) I get it only if the stuff on the disk is good ❑
d) I get it if what's inside looks interesting ❑
e) I get it if it looks better than the other Amiga magazines ❑
f) I get it whenever I can afford it ❑

Which of these other magazines do you get every month, or occasionally?

	27. Every month	28. Occasionally
a) Amiga Shopper	❑	❑
b) Amiga Power	❑	❑
c) Amiga Computing	❑	❑
d) CU Amiga	❑	❑
e) Amiga Action	❑	❑
f) Amiga Force	❑	❑
g) The One Amiga	❑	❑
h) GamesMaster	❑	❑
i) Viz	❑	❑
j) Smash Hits	❑	❑
k) Vox	❑	❑
l) 90 Minutes	❑	❑
m) Select	❑	❑
n) Empire	❑	❑
o) Q	❑	❑

29. If you subscribe to *Amiga Format*, what is the main reason?

a) To make certain I get it ❑
b) To save money ❑
c) To save time and effort ❑
d) To cover myself against price increases ❑
e) To get a free gift ❑

30. If you don't subscribe, what is the main reason?

a) I don't want to pay out a lump sum ❑
b) I'm not sure I'll want *Amiga Format* every month ❑
c) I'm afraid my copy might arrive late ❑
d) I'm worried that the mag might get damaged in the post ❑
e) I don't want to be on a computer mailing list ❑
f) Other ❑

31. How did you buy this issue of *Amiga Format*?

a) Planned visit to newsagent ❑
b) Subscription ❑
c) Delivered by newsagent ❑
d) Reserved by newsagent ❑
e) Spontaneous purchase ❑

32. Of the issues of *Amiga Format* that you've seen, which one had the best cover?

Issue number ______

33. Where do you usually buy software?

a) High street chain store (eg Smith's, Boots, Menzies) ❑
b) Virgin Games Centre ❑
c) Local independent shop ❑
d) Mail order ❑

34. Have you bought software from a Public Domain (PD) library?

a) Often ❑
b) Occasionally ❑
c) Just once ❑
d) Never ❑

35. Do you regularly buy…?

a) Music on CD ❑
b) Music on vinyl ❑
c) Music on cassette ❑
d) Films on video ❑
e) Other pre-recorded videos ❑

36. Which of these do you spend your leisure time on, apart from your Amiga?

a) Go to the movies ❑
b) Listen to music ❑
c) Watch TV ❑
d) Go out for meals or drinks ❑
e) Take part in sports ❑
f) Watch live sport ❑

37. Which of the following types of bank account do you have?

a) Bank current account ❑
b) Bank savings account ❑
c) Building society current account ❑
d) Building society savings account ❑
g) Premium bonds ❑
h) Other ❑

38. Have you bought any of these in the last year?

a) Levi's jeans ❑
b) Nike trainers ❑
c) A McDonald's burger ❑
d) A can of Coke (the original) ❑
e) Skate or surf clothes ❑
f) Sports gear or clothing ❑

39. What would you most like to change about *Amiga Format*, and what would you most like to see in it that isn't currently covered?

______

______

40. What kind of music do you listen to?

a) Pop/Chart ❑
b) Heavy metal ❑
c) Dance/House/Hip-hop/Rave ❑
d) Indie ❑

41. What form of transport do you generally use?

a) Car ❑
b) Bus ❑
c) Train ❑
d) Tube ❑
e) bike ❑
f) motorcycle ❑
g) other ❑

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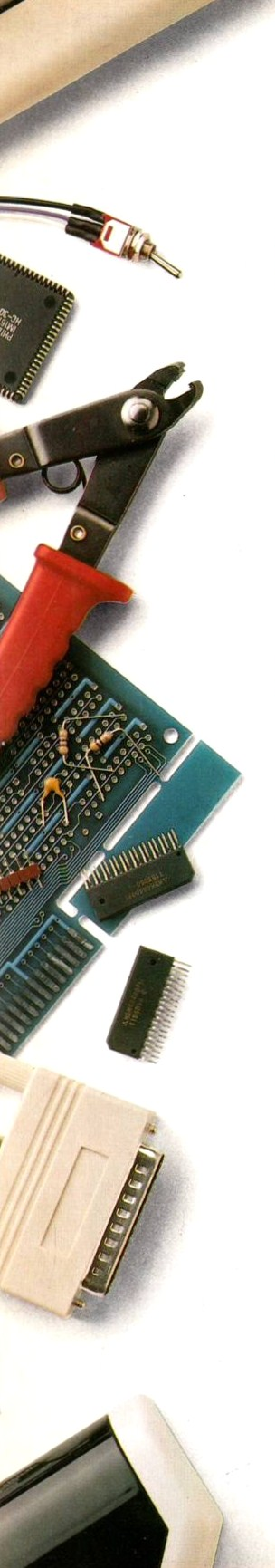
Which of these do you a) own yourself and b) have in your household?

	42. Own myself	43. Have in house
a) Portable TV	❑	❑
b) Full-size TV	❑	❑
c) Video recorder	❑	❑
d) Satellite TV	❑	❑
e) Cable TV	❑	❑
f) CD player (in whatever form)	❑	❑
g) Hi-fi separates	❑	❑
h) Hi-fi, stack midi or mini	❑	❑
i) Personal stereo cassette	❑	❑
j) Personal stereo CD	❑	❑
k) Portable radio/cassette/CD (ghettoblaster)	❑	❑
l) 35mm camera	❑	❑
m) Camcorder or video camera	❑	❑
n) Mountain bike	❑	❑

Which of these is your main reason for getting *Amiga Format* (tick one only, please)? Which would you like to see more or less of?

	44. Main	45. More	46. Less
a) News	❑	❑	❑
b) Games reviews	❑	❑	❑
c) Graphics coverage	❑	❑	❑
d) Hardware reviews	❑	❑	❑
e) New non-games software reviews	❑	❑	❑
f) Buyer's guides to particular kinds of hardware	❑	❑	❑
g) Buyer's guides to particular types of software	❑	❑	❑
h) Introductions to new ways of using the Amiga	❑	❑	❑
i) Game tips and cheats	❑	❑	❑
j) Public Domain coverage	❑	❑	❑
k) Beginner's series	❑	❑	❑
l) Advice and help sections	❑	❑	❑
m) Competitions	❑	❑	❑
n) Letters	❑	❑	❑
o) Advertisements	❑	❑	❑
p) Features about how the Amiga works	❑	❑	❑
q) 'How to do it' features	❑	❑	❑
r) Coverdisk game demos	❑	❑	❑
s) Other Coverdisk programs	❑	❑	❑

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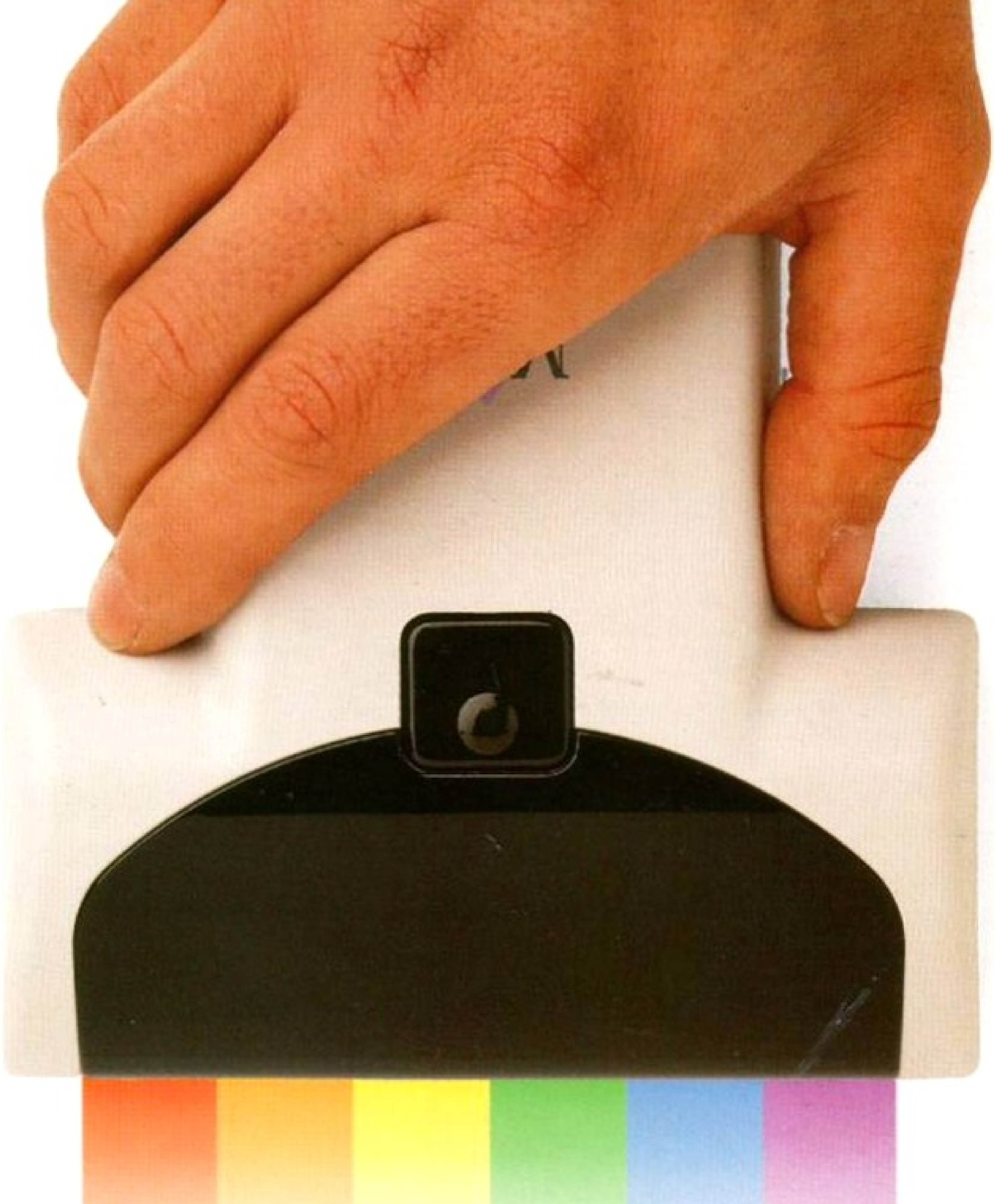
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- Colour

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The software supplied with this scanner is the new PowerScan Professional 3, which also supports the greyscale scanner and will be available as an upgrade to existing users of PowerScan for £15.

Colour PowerScan v3.0 features

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- Clean up, lighten or darken image
- Variable zoom mode
- Draw freehand, lines, circles, boxes and polygons in various fill patterns, brush sizes, paste modes, or with the clip board image
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- The software is compatible with all Amigas
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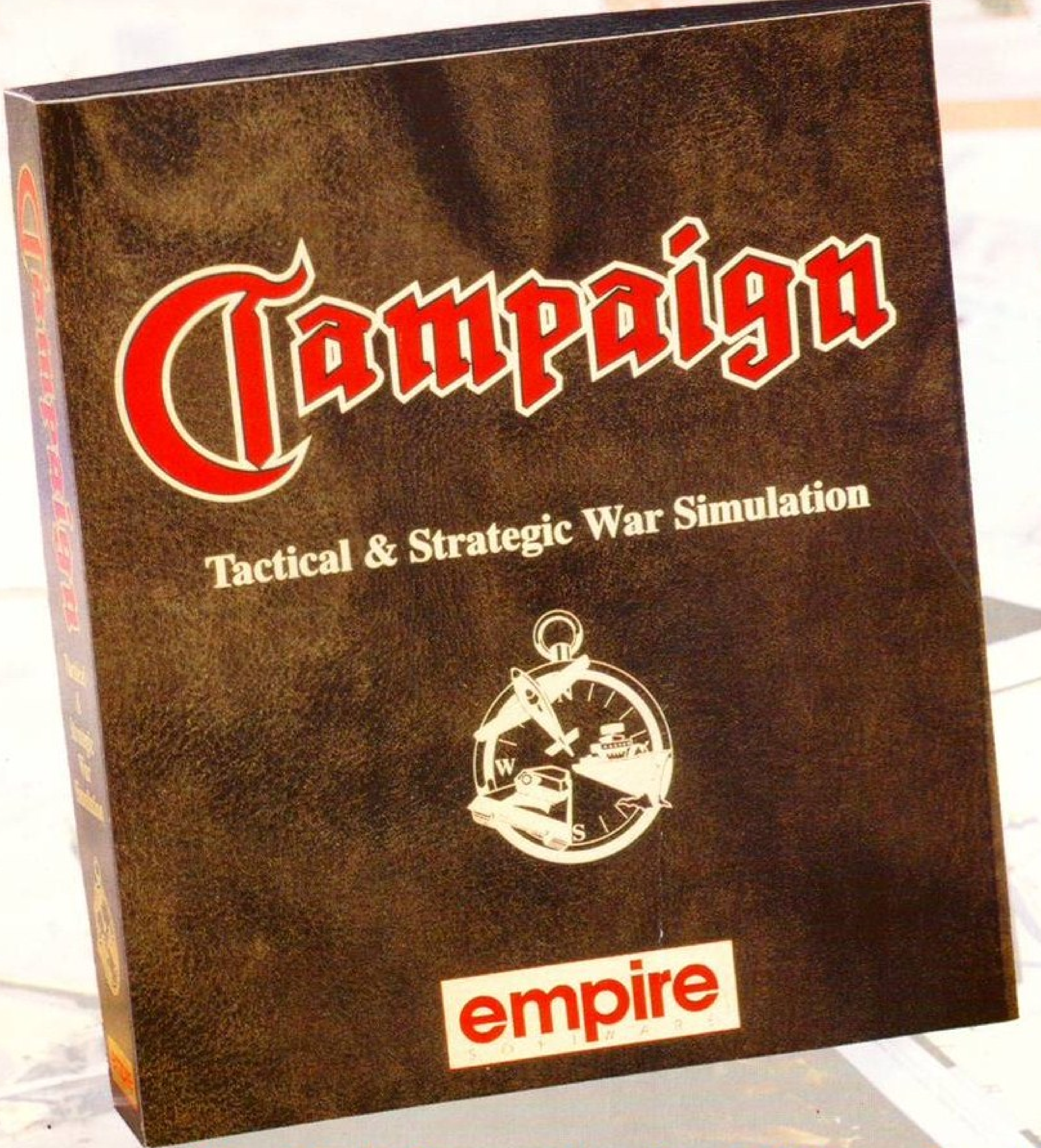
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■ *Breath-taking graphics that are accurate in every detail, give a unique atmosphere of realism.*

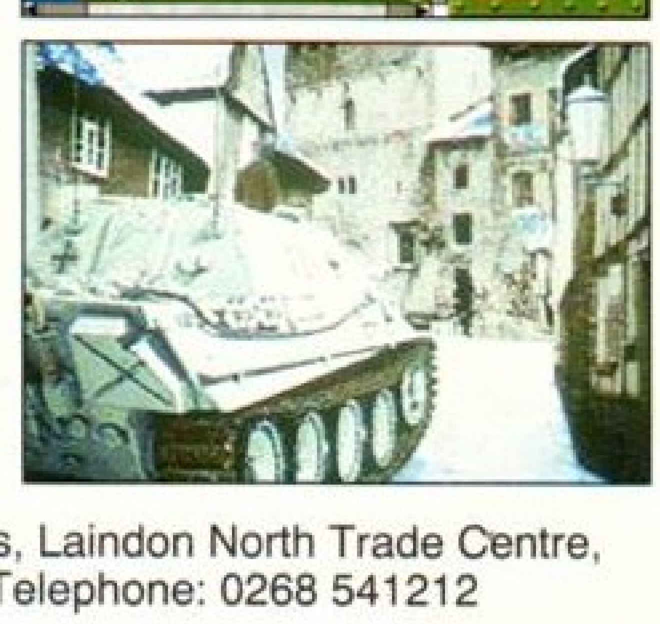
■ *Over 100 Kilobytes of 3-D shape data used to create the vehicles.*

■ *Sound Blaster, Ad-Lib & Roland sound card compatible.*

■ *Available on IBM PC & Amiga*







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